

#### CARTOON NETWORK s t u d i o s

## "STAKES Part 1: Marceline the Vampire Queen" 1034-212 Final Board

Date 01/21/15

Board Team Final

Network Approval Board

X Record Board

10

Animatic Scan Board

Conformed Board 01/21/15

Design Board

Final Board

Adventure Time Created by Pendleton Ward

> Supervising Director Andres Salaff

Storyboard by Ako Castuera & Jesse Moynihan

Animation Studio RDK

MAR 2 4 2015

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1034/212

EPISODE #

Pnl. A Bg. Sc.01 SAND

Sc. Ol CONT Pol. 8 Bg. SA

Dialog:

10

34/212

Marce CIMON

It'll only hurt for a second

Action:

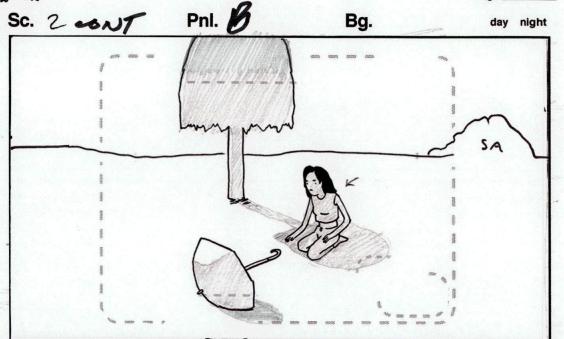
- M. HOLDS UP HAND

MAR 2 4 2015

Timing:



Sc. 2 Pnl. A Bg.



Dialog:

THAT'S NOTHING IN THE FACE of ETERNITY . . .

Action:

- M. SITS IN THE SMADE OF A PALM TREE HER UMBRELIA LIES OUTSIDE THE SHADE

LEANS FORWARD

MAR 2 4 2015

Timing:

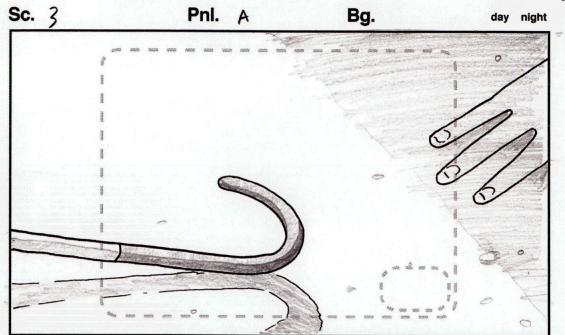
Production:

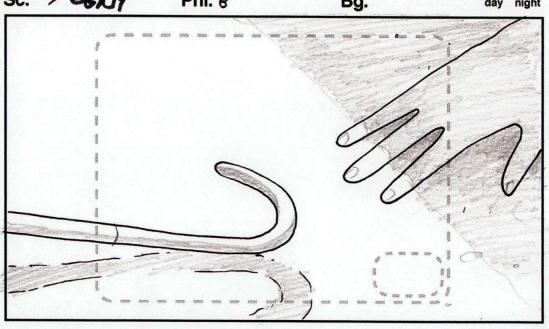
EPISODE #

1034/21



Sc. 3 CONT Pnl. 8 Bg.





Dialog:			
		no del caso della coma	
Action:			

- M'S FINGERS CROSS INTO SUNLIGHT,

MAR 2 4 2015

Timing:

Production:

1034-212

34/

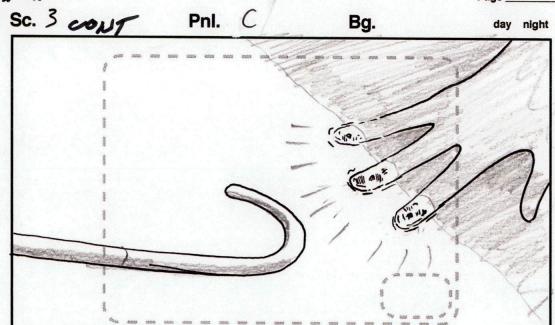
**EPISODE**#

### 2 2

#### **ADVENTURE TIME**



Sc. Pnl. Bg.



Dialog:				
Action:				
		-M'S FINGERTIPS	STATO BURNING.	
				0.4.2015
Timina:			MAR	2 4 2015

Production:

**EPISODE**#

1034/21

1034-212

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 3 CONS Pril. D Bg. day night Sc. 4 Pril. A Bg.

Dialog: SFX \* Sizzle . SIZzle \*

(M) (Scream Kind of musically) si if possible

Action:

Timing:



Production:

1034/21

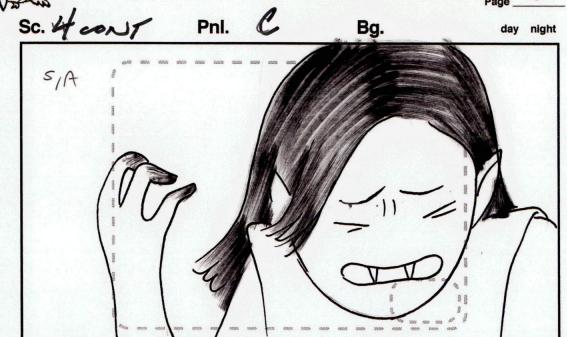
1034-212

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 4 CONT Pnl. 6 Bg. day night



Dialog:

M A

A SECOND HURTS REALLY BAD

M

IN THE FACE OF ETERNITY.

**Action:** 

- M. RETRACTS HAND.

MAR 2 4 2015

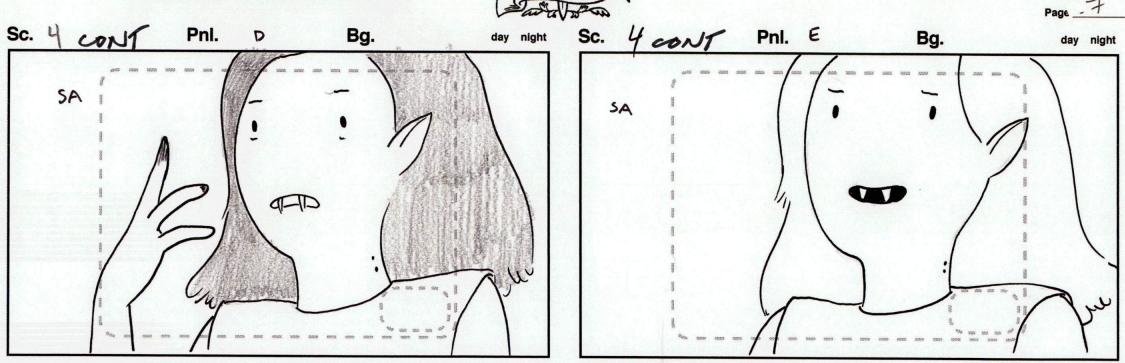
Timing:

# Dialog: Action:

Timing:



**ADVENTURE TIME** 



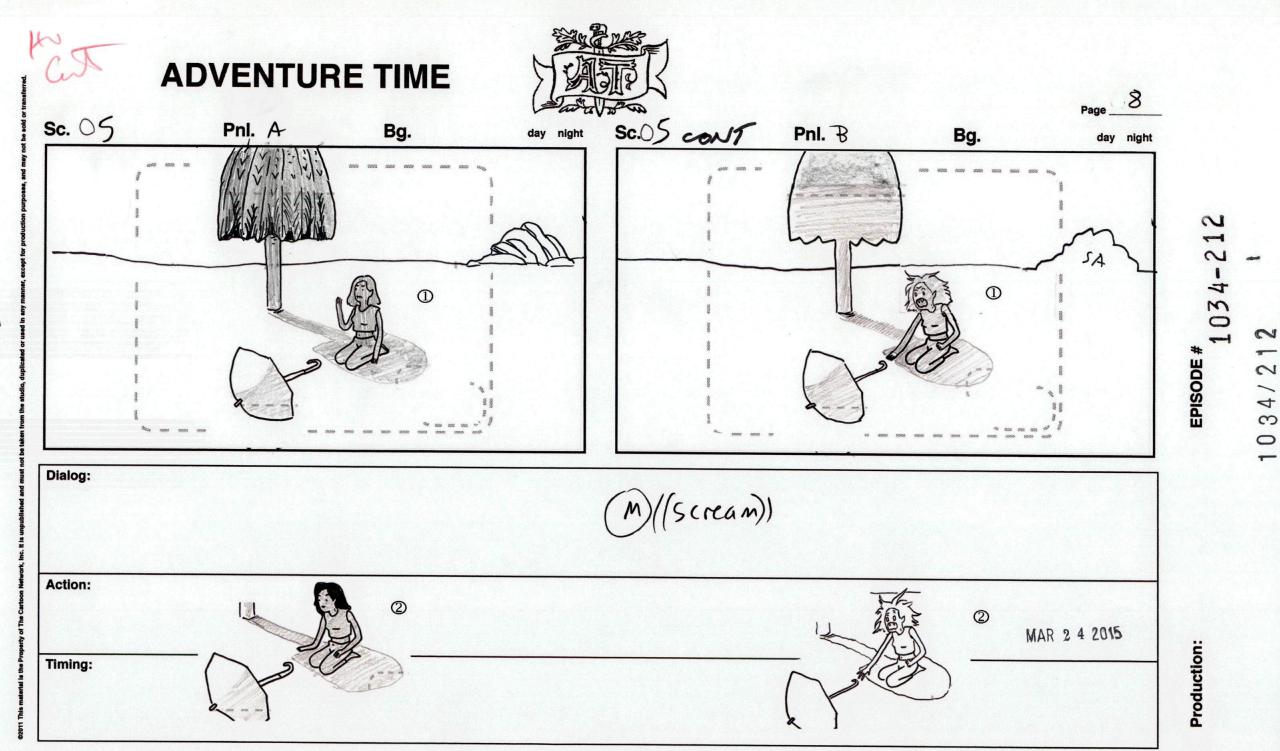
BUT	monly for a moment.

MAR 2 4 2015

Production:

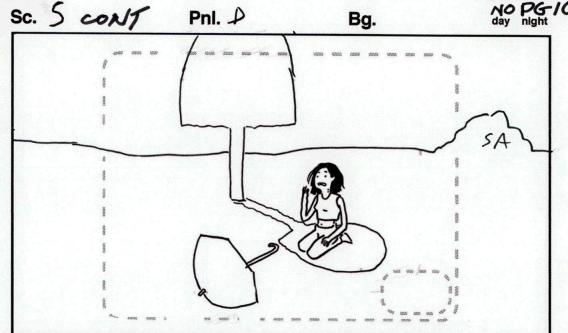
1034-212

**EPISODE**#





Sc. Scons Pnl. C Bg. day night



Action: - M. PULLS BACK AGAIN. -M. FROWNS.

MAR 2 4 2015

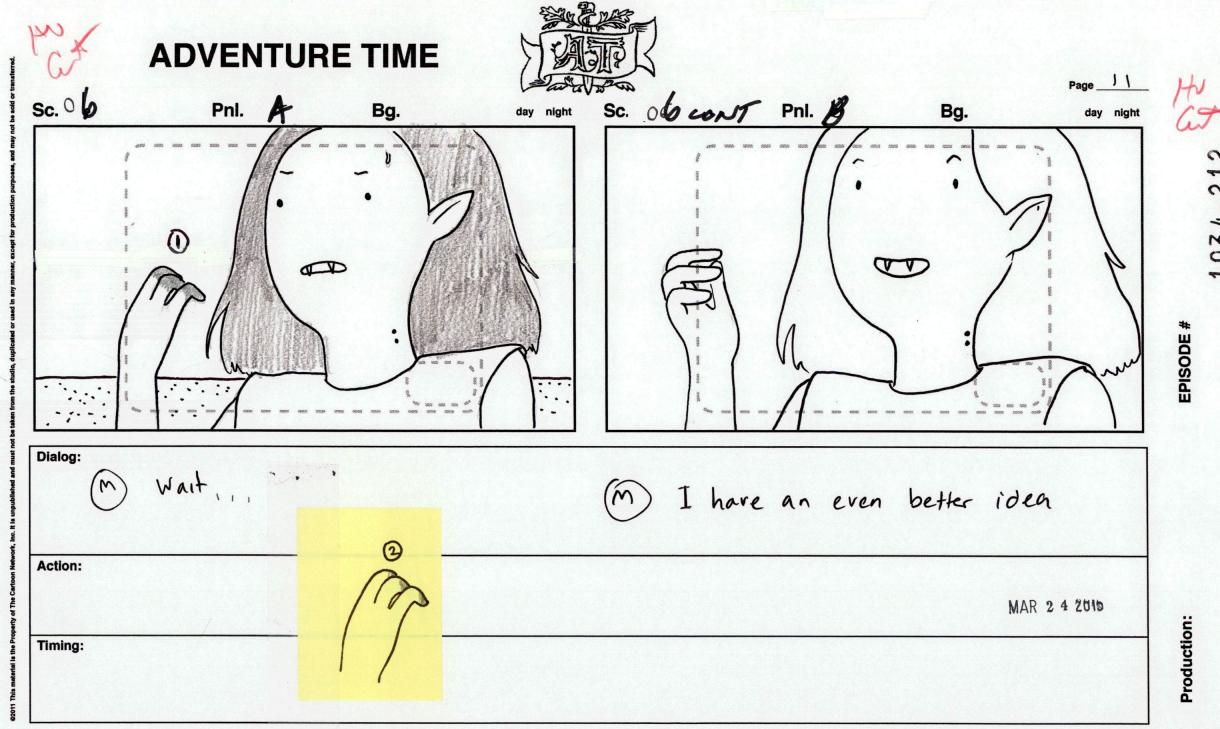
Timing:

Production:

EPISODE #

M

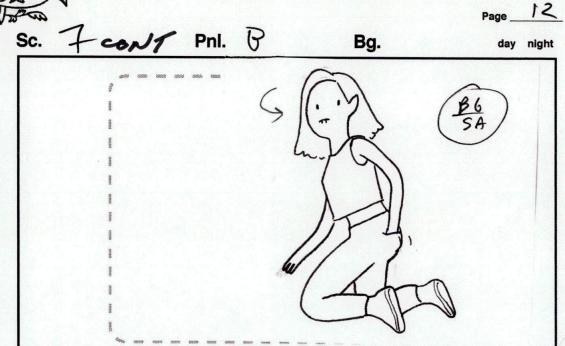
1034/21



1034/212



Sc. 7 Pnl. A Bg. day night



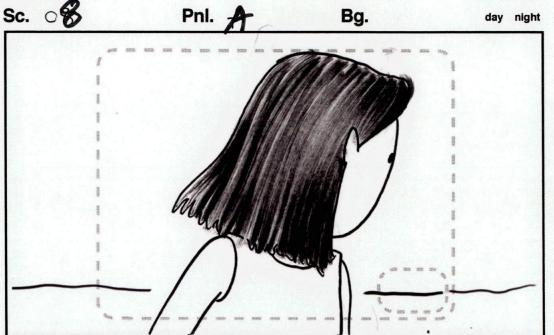
Dialog:		
Action:	-M. DIGS IN POCKET.	MAR 2 4 2015
Timina:		

Production

1034/21



Sc. of conf Pnl. Bg. day night Sc. of Pnl. A



Dialog:

Action:

-M PULLS OUT BOTTLE OF SUNSCREEN.

( REF. PRINCESS DAY )

MAR 2 4 2015

Page 13

Timing:

Production:

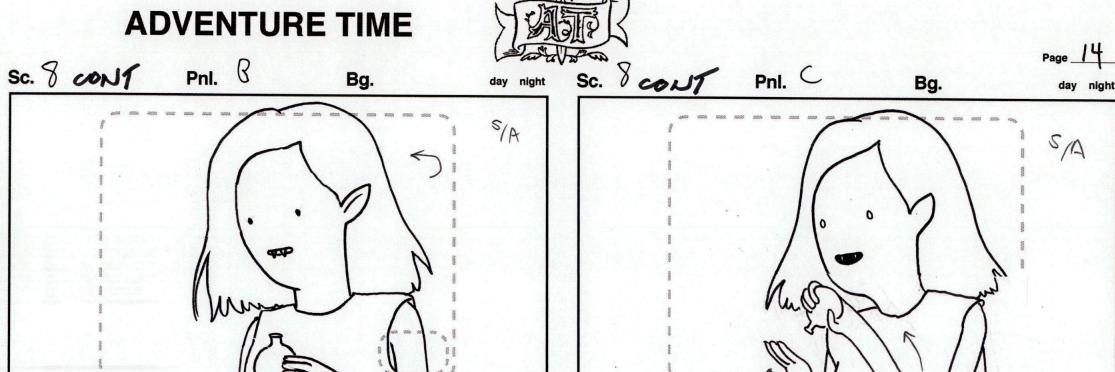
1034-212

EPISODE #

2

Timing:





Dialog: Sunscreen... Spf Million! Action: MAR 2 4 2015

Production:

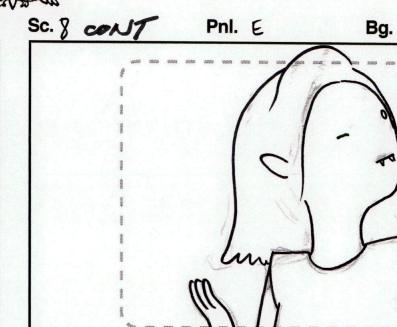
**EPISODE**#

·CV

Bg.



SIA



day night SIA

Dialog: SEX: \* FRRRT \*

cycle ©, ® × 2

Timing:

Action:

MAR 2 4 2015

Production:

**EPISODE**#

# 1034/212

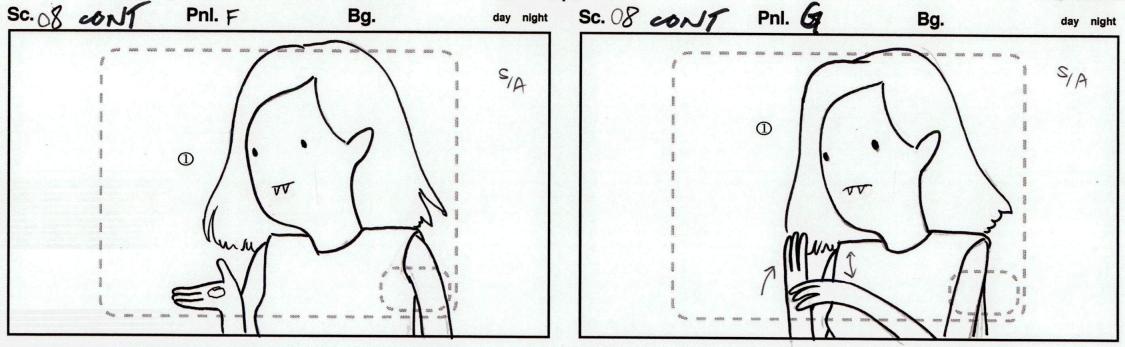
2

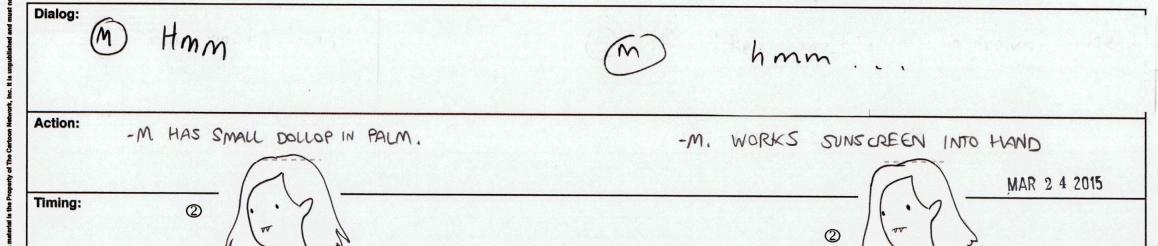
034

**EPISODE**#

### ADVENTURE TIME







1034/212

Timing:

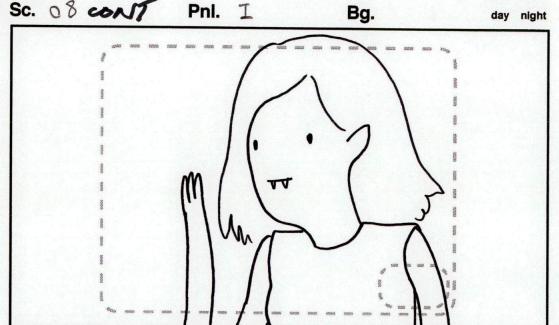
#### **ADVENTURE TIME**



Sc. 08 cont Pnl. I

day night

Sc. 08 CONT Pol. H Bg. day night 1



Dialog: (APPRECIATIVE) hm1. Action: -M. LOOKS AT HAND.

MAR 2 4 2015

Production:

EPISODE #





Sc. 09 Bg. Pnl. day night

Sc. 09 cont Pnl. B Bg.

Dialog: I have exactly enough to reach my umbrella!

SPX: \* WHOOSH &

Action:

- WIND BLOWS UMBRELLA OFF,S.

MAR 2 4 2015

Timing:

Production:

1034-212

1034/212

EPISODE #



Sc. 09 CONS Pril. C Bg. day night Sc. 09 CONS Pril. D Bg. day night Sc. 09

Dialog:

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Production:



Sc. Pnl. Bg. day night Sc. Og A Pnl. A Bg. day night

Dialog:		
Action		
Action:		

MAR ½ 4 2015

Production:

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**EPISODE**#

1034-212

EPISODE #

#### **ADVENTURE TIME**



Sc. 10 CONY Pnl. B Bg.

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		As			-/

Dialog:

Action:

Timing:

Production:

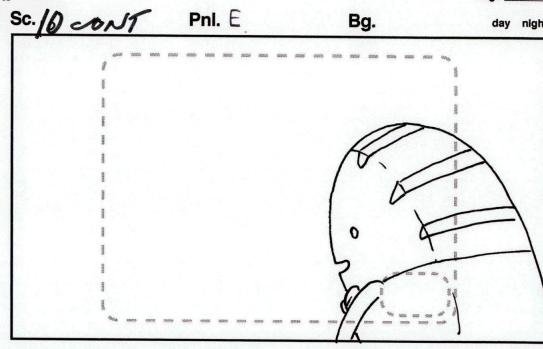
MAR 2 4 2015



EPISODE #

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1034/21



Sc.	1 cont	Pnl. D	Bg.	day night
	Aprillo minimo minimo di si	THE STATE OF THE S	005 dalah kacala manus atuus kalak muus seca	on and an analysis of the same
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	ense september service	V	100	
	2000		0 0	
	***************************************			

PEP-B: HA-HA!

SFX: \* CHOP! \*

Action:

MAR 2 4 2015

Timing:

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ADV	FNT	TIRE	= TIN	ΛF
ADV	_,,,	OIL	_ 1111	/ 1



Page 24 | W

Sc. | Dearly Pril. | Bg. day night

Sc. /6 con/f Pnl. G Bg. day night

Timing:				MAR 2 4 2015
Action:	PEP BUT:	TIA THAY	SFX: * CHOP*	
Dialog:	Pro PIT:	HA -HAHA!		

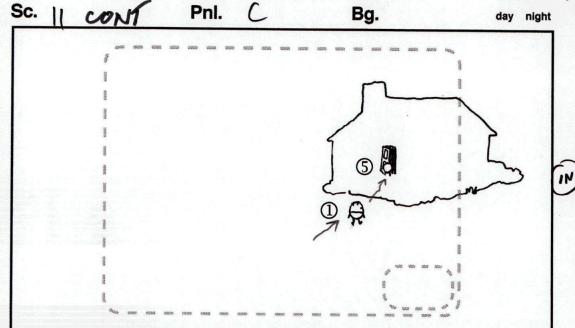
**ADVENTURE TIME** Sc. 11 cont Sc. Pnl. A Bg. Pnl. 8 Bg. Dialog: Action: - PEP BUT RELEASES AXE, - PEP BUT HEADS TOWARDS CABIN. MAR 2 4 2015 Timing:

1034/21 EPISODE #

Page 25



26 Il CONT Pol. D Bg. day night



Dialog: Action: - Pep Butler closes door as he enters cabin Timing: MAR 2 4 2015

Production:

2

1034/21



Page 27

Sc. | CONT Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:

10

34/

- Marceline in, carrying tree like a heavy umbrilla walking kind of slow under its weight

MAR 2 4 2015

Timing:

December

1034-212

EPISODE #

1034/212

# **ADVENTURE TIME** Sc. 12 CONT Pril. C Dialog:



13 Pnl. A Bg. day night

PB YOU REALLY LIKE CHOPPING WOOD, HUH?

Bg.

NOT CHOPPING WOOD,

Action:

MAR 2 4 2015

Timing:

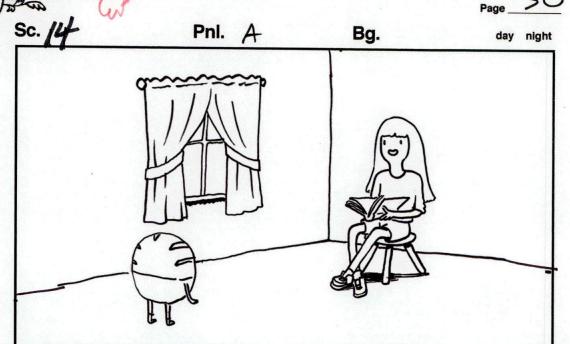
Production:

EPISODE #



Page 30

Sc. 13 cont Pnl. 8 Bg. day night



Dialog: (Per BUT)

I made a toothpick from the ancient elm! See!



OH, HA HA!

Action:

Timing:

MAR 2 4 2015

Production:

EPISODE #

### 103

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#### **ADVENTURE TIME**



Sc. 14 COM Pnl. Bg. day night Sc. Pnl. Bg.

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D	ia	log	1:	
			3.	

Action:

Timing:

MAR 2 4 2015

Production:

**EPISODE**#

1034/21

Sc. 14 CONT Pnl. C



day night

1034-212

**EPISODE**#

Bg.

Dialog: CRASH! / PB: WHOA! (Sfx) - Palm tree busts through window knocking PB. & stool into the air. 6 Action: Shaffered Glass Flies Timing: - PAN W/ACTION



Page 31B 31CNEXT

1034-212

**EPISODE**#

Sc. 14 CON PNI. D Bg. day night

"W/Me tron

Action:

Dialog:

- PAN W/ACTION

Timing:

MAR 2 4 2015

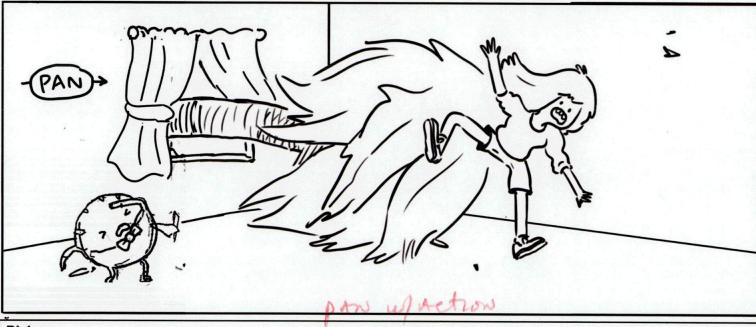
1034/212



Sc. 14 CONT Pnl. E

Bg.

31C 32 NEXT



Dialog:

w

NO

Action:

Timing:

MAR 2 4 2015

Production:

**EPISODE**#

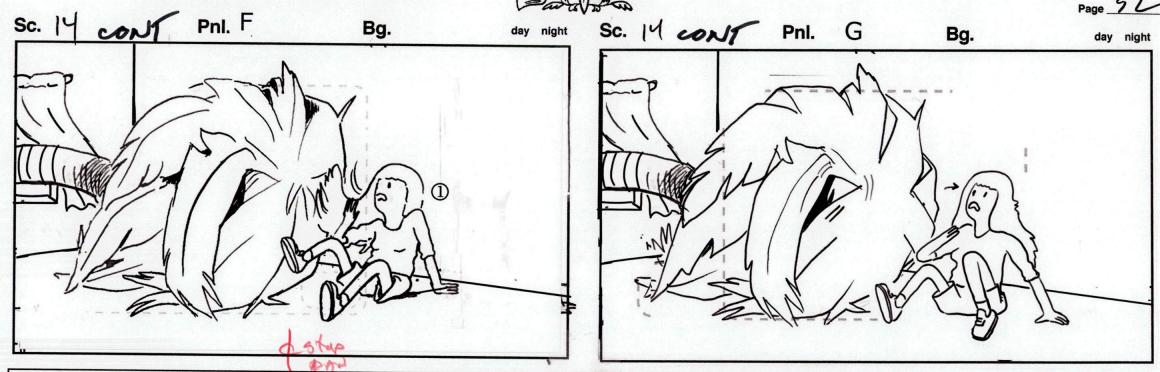
6

**EPISODE**#

#### **ADVENTURE TIME**



Page 32



Dialog:

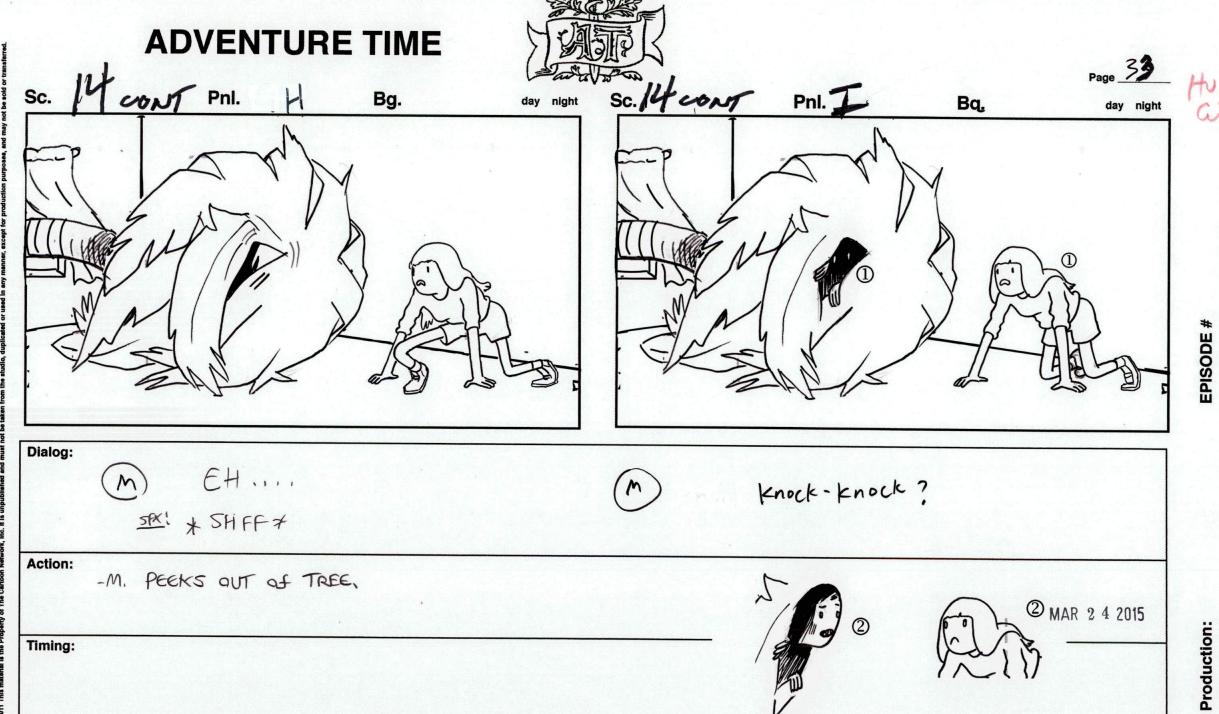
SFX (tree rustles)

Action:

-TREE SETTLES.

Timing: - END PAN - PB scoots away from tree -ADJ. W/ PB

MAR 2 4 2015



EPISODE #

ADVENTURE TIME	THE REPORT OF THE PARTY OF THE		211
Sc. 15 Pnl. A Bg.	day night Sc.	6 Pnl. A	Page 39 day night
MALLY  10  10  10  10  10  10  10  10  10  1	where some some some some some some some som		10000 10000
Dialog: (PB) What the dip, Marceline	2?! M	Sorry. It was su	pposed to be a joke
Action:			
	mora	line Scratched up	& distressed looking
Timing:			MAR 2 4 2015

1034/212

	VENTUR	ETIME					35	
: 16 cons	Pnl.	Bg.	day night SC.	16 cons pr	n. E	Bg.	Page 35	人
100 mm com com com com com com com com com	9 200 200 4000 5000 5000 5000 5000 5000 5	2000 1000 1000 1000 1000 1000 1000 1000	SIA	200 - 200	00002 50000 0000 00000 00000 00000 00000 00000 0000		5/A	EPISODE #
alog:	ctually		(h)	1 have so TO ASK.	mething re	eally serio	יי ל ה	
ction:						MAR	2 4 2015	tion:
								Production:

PISODE # 103	
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day night

Dialog:	want	You	40	do	the	procedure
		1				

the one we talked about?

Bg.

Action		Action
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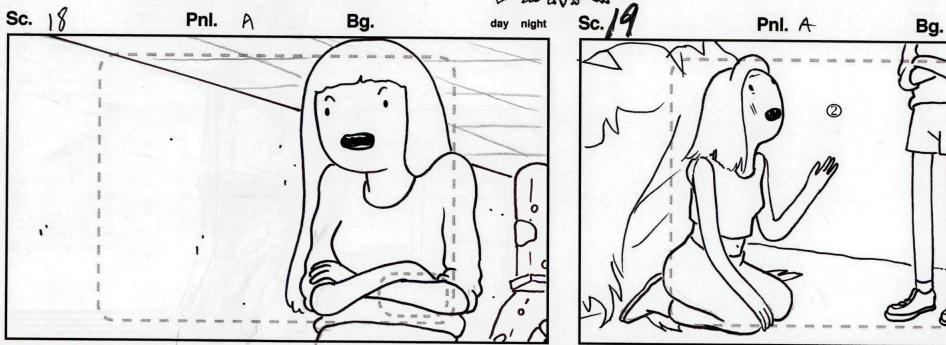
- M CRAWLS OUT OF TREE,

MAR 2 4 2015

Timing:

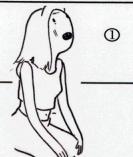


Pnl. A day night Bg. day night



Dialog:	l'm	sorry,	I	don't	think a	you'd make good blonde	M	NO,	Not that -	
Action:							de			

Timing:



**EPISODE**#

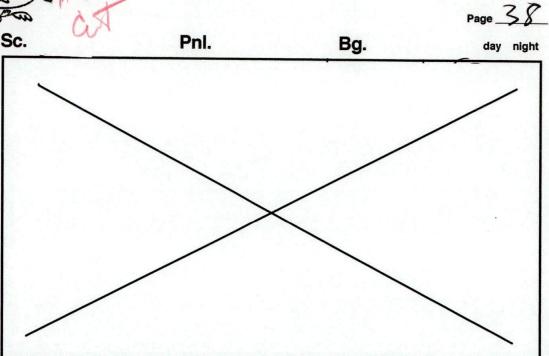
MAR 2 4 2015

EPISODE #

### **ADVENTURE TIME**



Sc. 19 CONT Pol. 8 Bg.

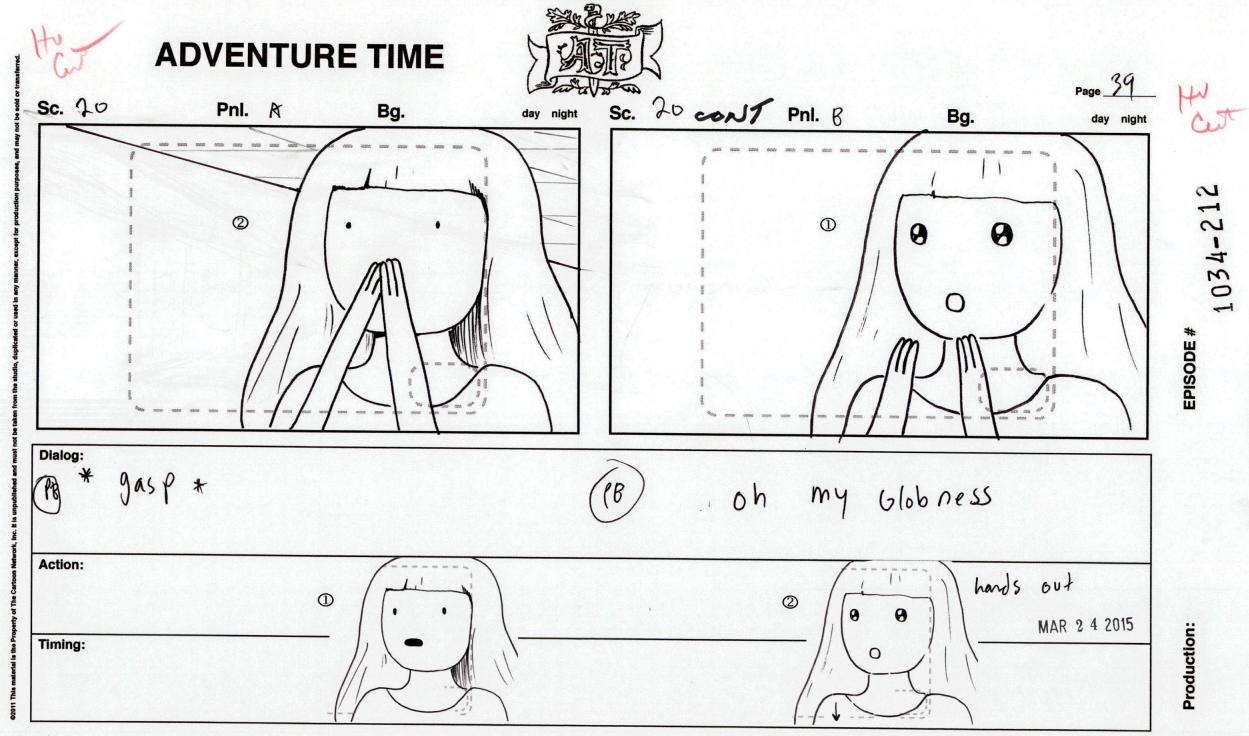


Dialog: I don't want to be a vampire any more

Action:

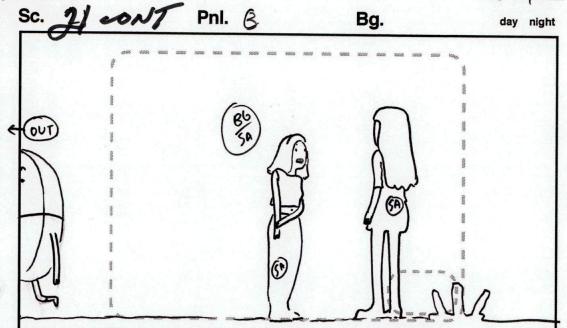
Timing:

MAR 2 4 2015





Sc. 21 Pnl. (, A Bg. day night (2)



Dialog:

(M) you said you were working on a cure, RIGHT

Action: - Pep Butler shrugs

Pep8 walks os

MAR 2 4 2015

Timing:





Production:

EPISODE #

2



Pnl. A Sc. 22 Bg.

27 conf Pnl. B Bg. SIA

Dialog	1:
Dialog	•

Action:

Timing:



But ..

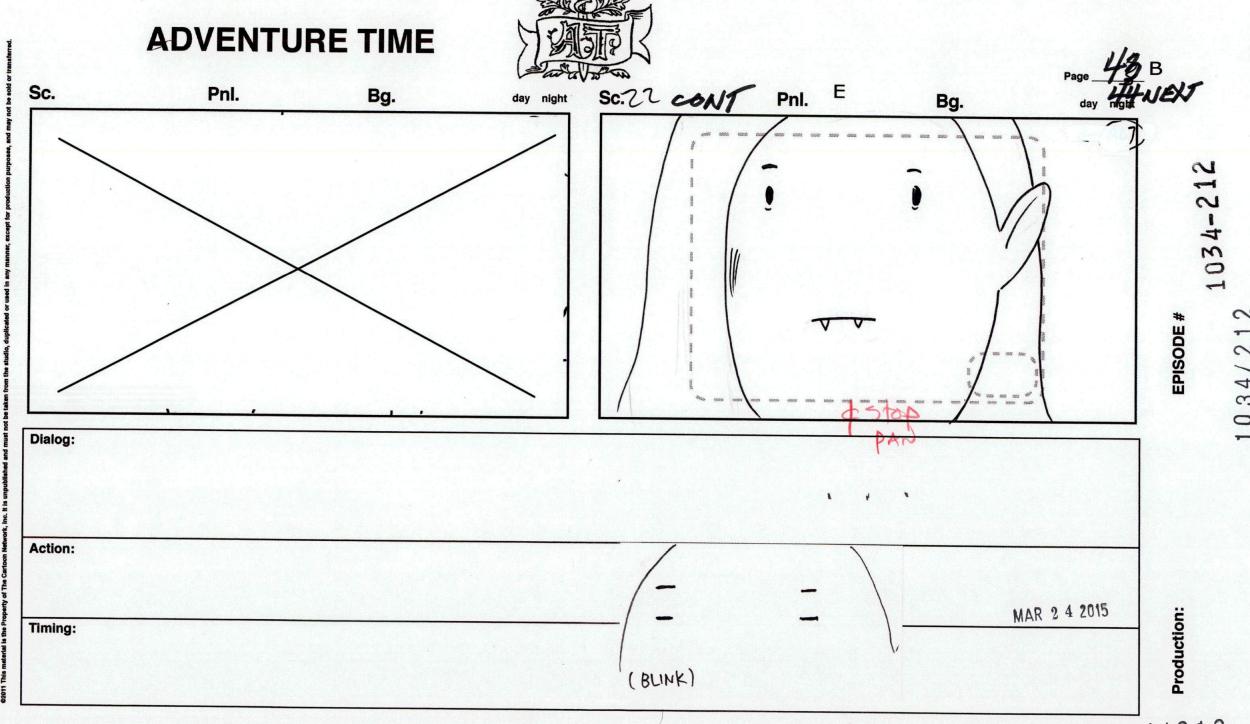
PB are you sure you wanna do this?

MAR 2 4 2015

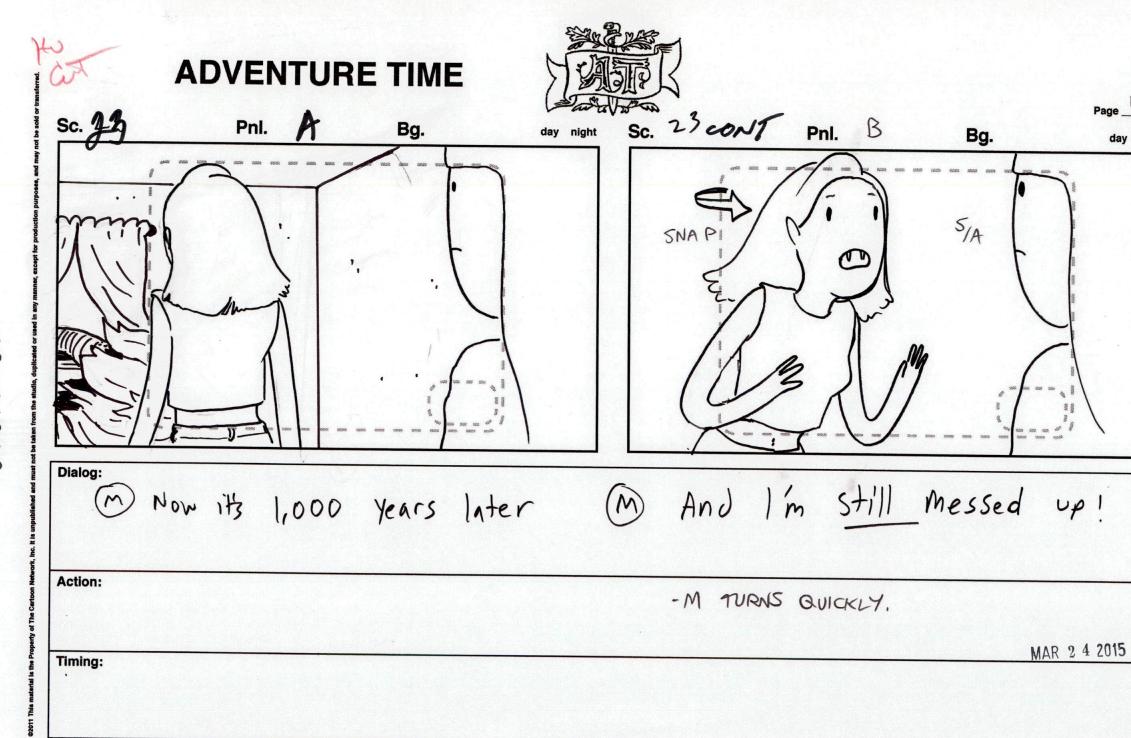
Production:

### **ADVENTURE TIME** Sc. 22 conf Pnl. C Bg. Pnl. Bg. **EPISODE**# Dialog: I'm sure. Action: -M TURNS MAR 2 4 2015 - ADI, WACTION Production: Timing:

Sc. Hoon	VENTUR	E TIME	THE REPORT OF THE PARTY OF THE			Page 43	A BNEYT
Sc. JEWN	/	bg.	day night Sc	Pnl.	Bg.	day hight	ONLY
	١		5				1034-212
			THE COST SHOP AND ADDRESS OF THE COST SHOP ADD	7			EPISODE#
Dialog:		\$\frac{1}{2}	70				
Action:	-M 7	TURNS					
		DI. WACTION			MAAR '	2 4 2015	-
Timing:					MAIN		Production:



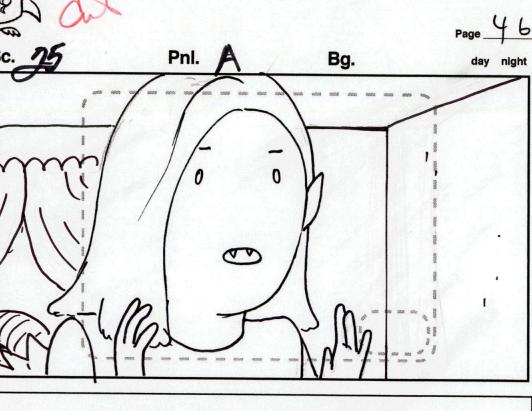
ADVENTURE TIME  Sc. 30 CM Pnl. Bg. day night	Sc. 13 cont Pnl. G Bg. day night	1024-6
Dialog: Some bad things happened to me when  Action:	I was little. M WHEN I BECAME A VAMPIRE, I WAS JUST A MESSED-UP KID.  MAR 2 4 2015	

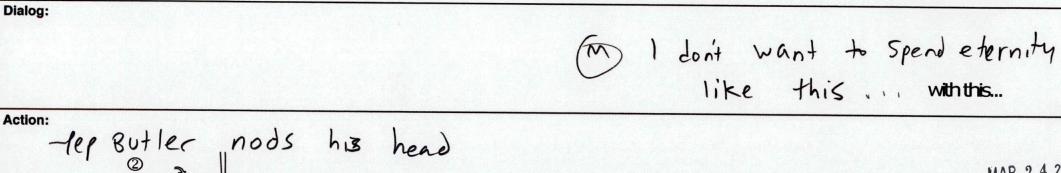


EPISODE #

1034/212

Timing:





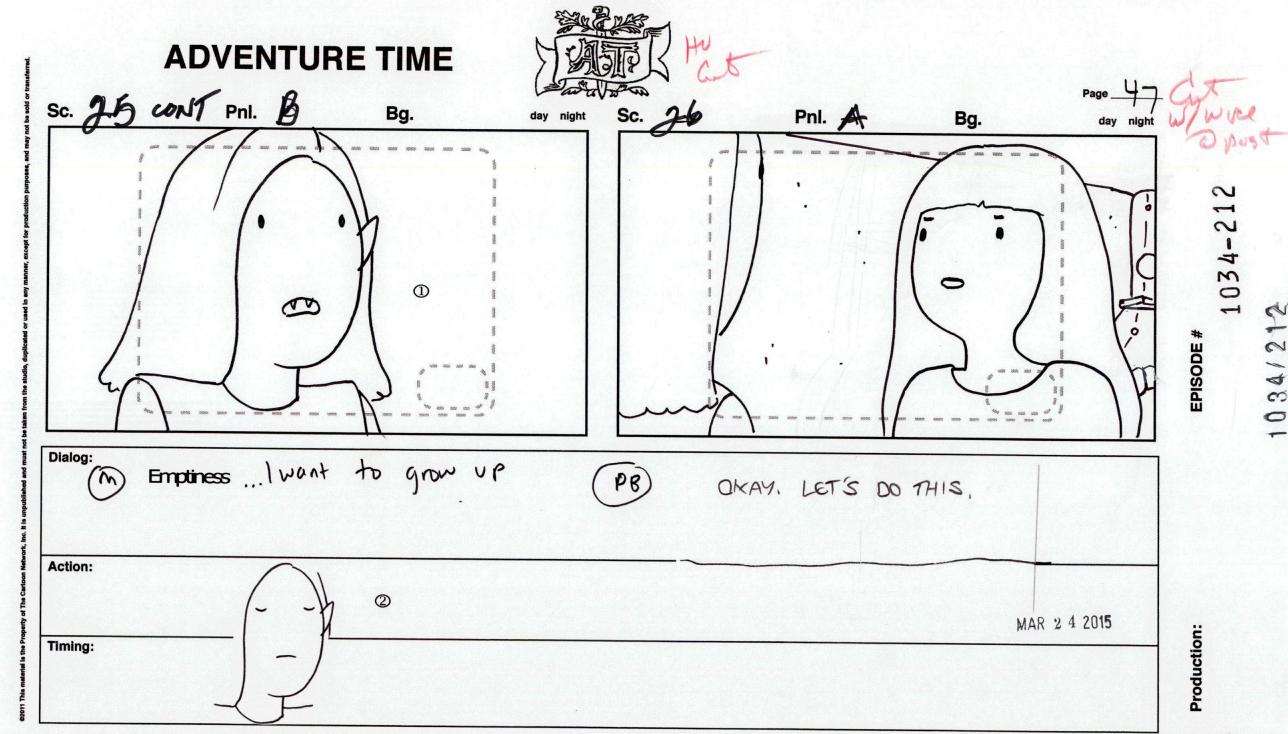
**ADVENTURE TIME** 

Bg.

Pnl.

Production:

MAR 2 4 2015



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Pnl. Sc. Bg. Pnl. A Bg.

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Dialog: Action:

MAR 2 4 2015

Timing:

night

EPISODE #

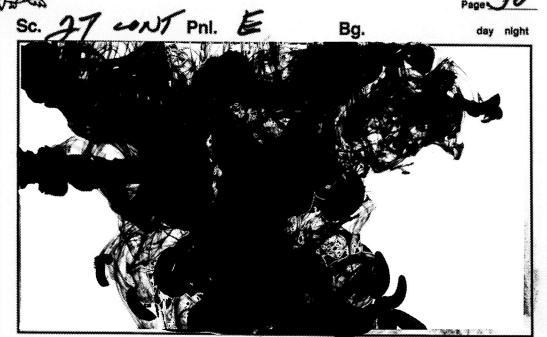
1034/21





Sc. 19 cont Pol. D

**ADVENTURE TIME** 



Dialog: PB (vo): This means....someday... Action: - BLACK LIQUID SPREADS/ DIFFUSES MAR 2 4 2015

Timing:

TO 34/212

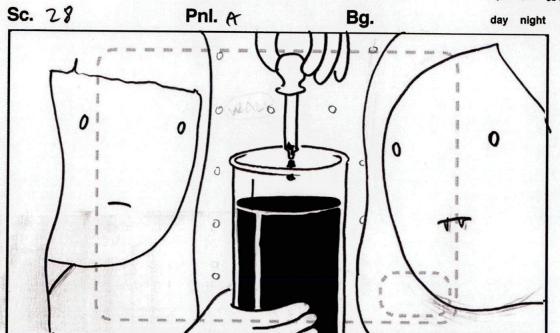
21 CONT PILL FOR J Bg.	day night Sc. 27 cons	Pnl. G	Bg. day nig	1034-212
				EPISODE # 103
alog: (PB)	(PB) (05)	y ov 11	die	
ning:			MAR 2 4 2015	Production:

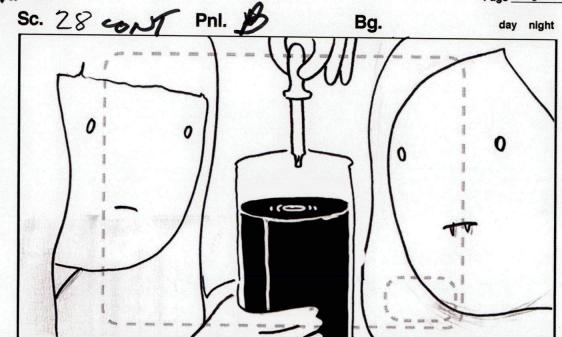
**EPISODE**#

### **ADVENTURE TIME**









Dialog:

5PX: \* SQUIRT \*

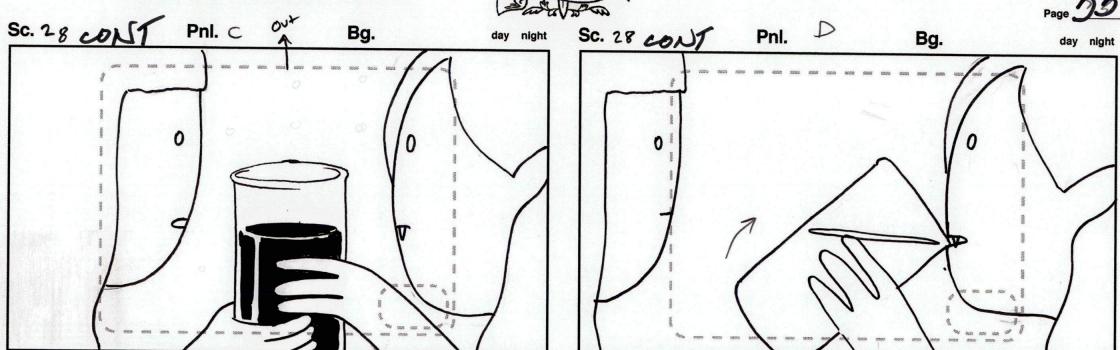
Action:

Timing:

MAR 2 4 2015







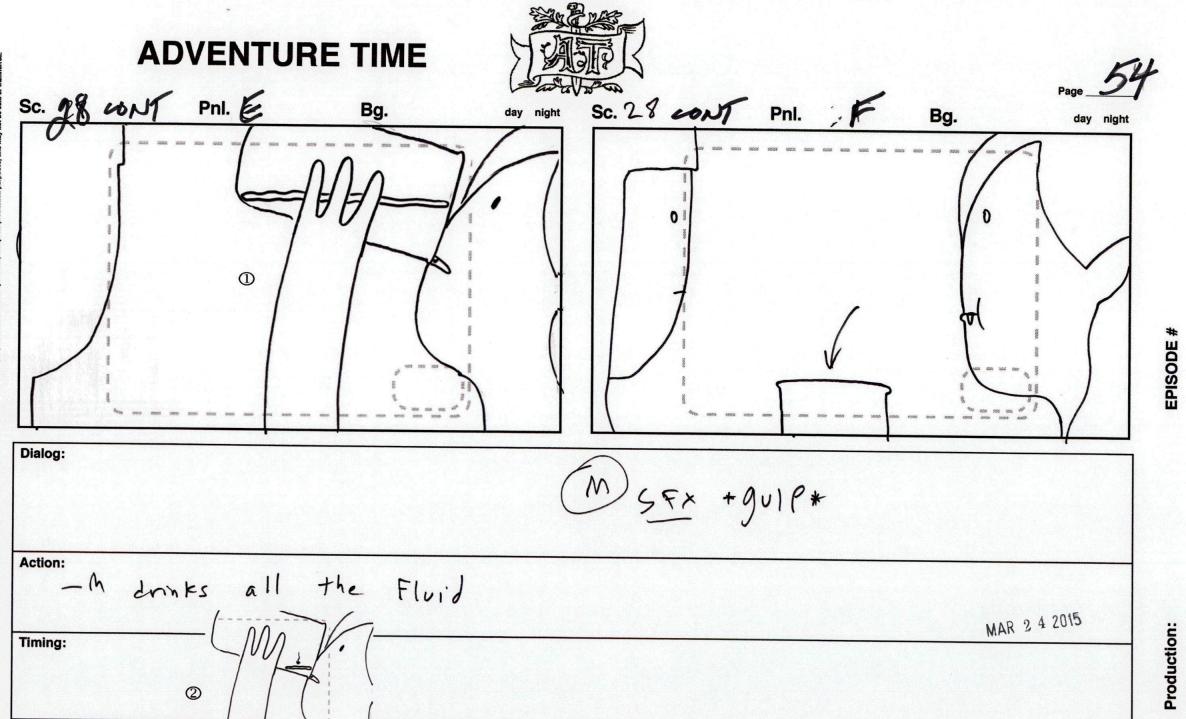
Dialog: you know that, right?

Action:

- M. TILTS GLASS 1.

MAR 2 4 2015

Timing:

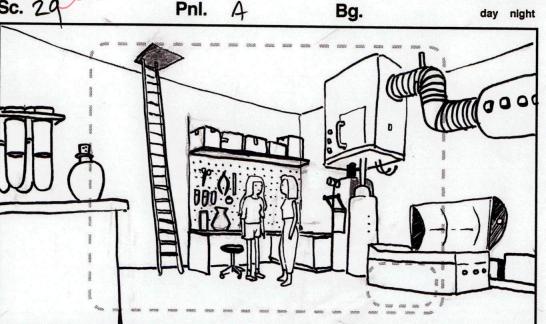


Production:





Sc. 28 CONT Pnl. . 6 Bg. Sc. 29 Pnl. A



Dialog:							
	M	1 quess	that'll	be	my	last	adventu

Action:

-PB'S LABORATORY BENEATH CABIN.

MAR 2 4 2015

Timing:

Production:

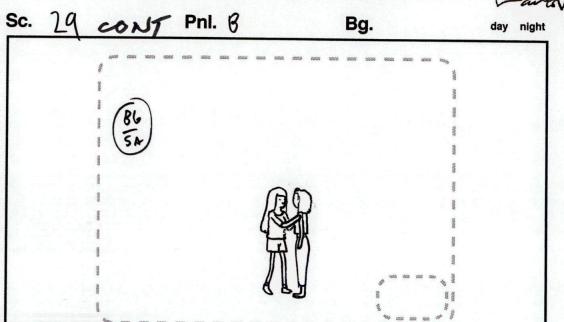
EPISODE #

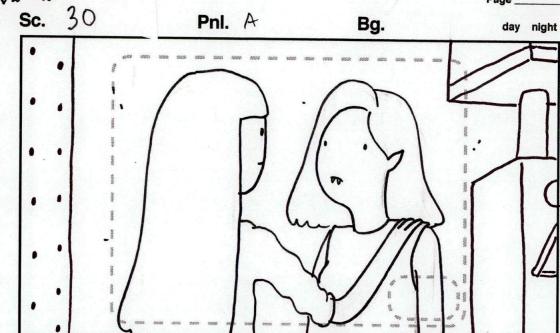
a

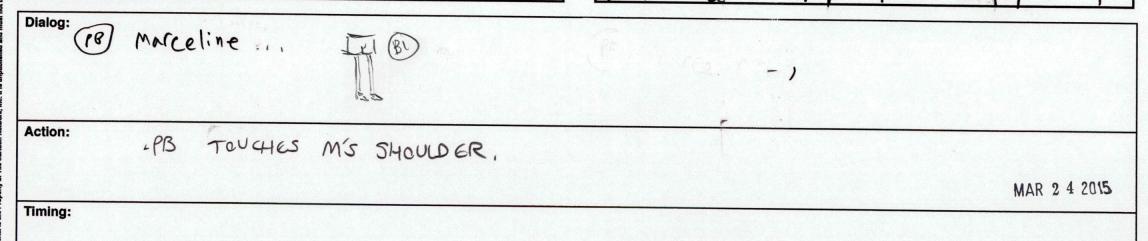
EPISODE #

### **ADVENTURE TIME**





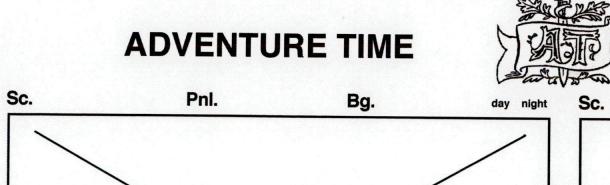




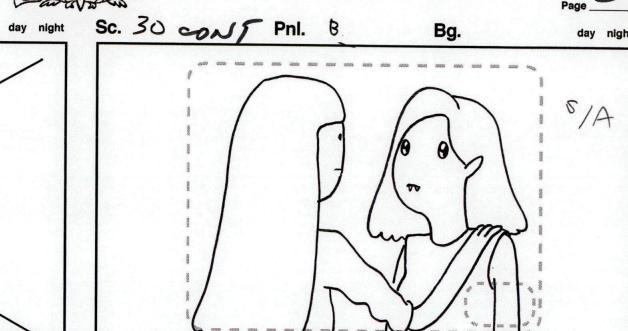
# Production:

EPISODE #

	Say.	Pus	3
5		STOP OF	J- 1
	Tara a		N







	/

Dialog:

Action:

Timing:

1034/212

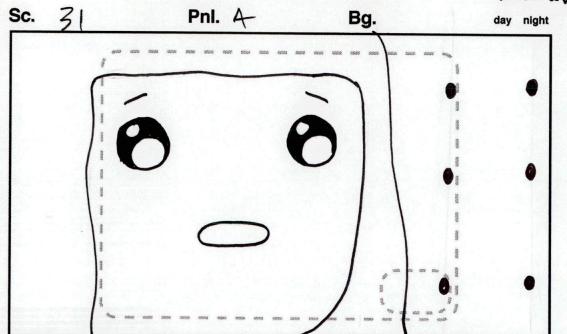
MAR 2 4 2015

**EPISODE**#



### **ADVENTURE TIME**

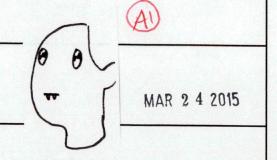




Pnl. A Bg.

PB PB	lm	50	very,	very	very	
					-	

(PB) Excited to test my new lab out on you



Timing:

Action:

Production:

ght

EPISODE #

1034/212

## ADVENTURE TIME M Pnl. Bg.



Page 60



EPISODE #

Dialog:

M Well don't get all sentimental on me



Action:

Timing:

Production:

MAR 2 4 2015

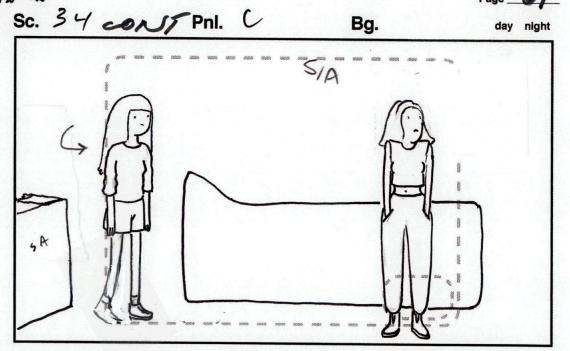
**EPISODE**#

### **ADVENTURE TIME**





Sc. 34 conf Pnl. B Bg. day night



Dialog:

Action: -PB PUTS DOWN CLIPBOARD

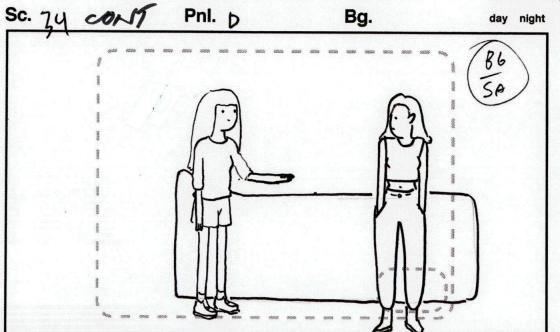
MAR 2 4 2015

Timing:

<u>.</u>







Sc. 3 4 conf Pnl. E Bg. day night

Dialog:

(Stx\*Pat-Pat\*)

Action:

Cycle 1,2 x2

PB Pats surface

MAR 2 4 2015

Production:

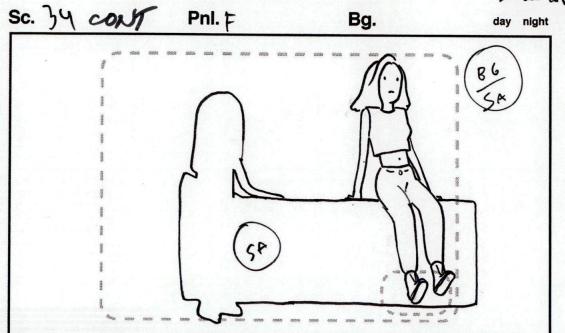
Dialog:

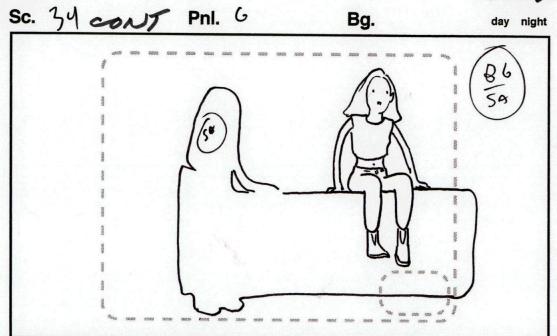
## roduction:

### **ADVENTURE TIME**









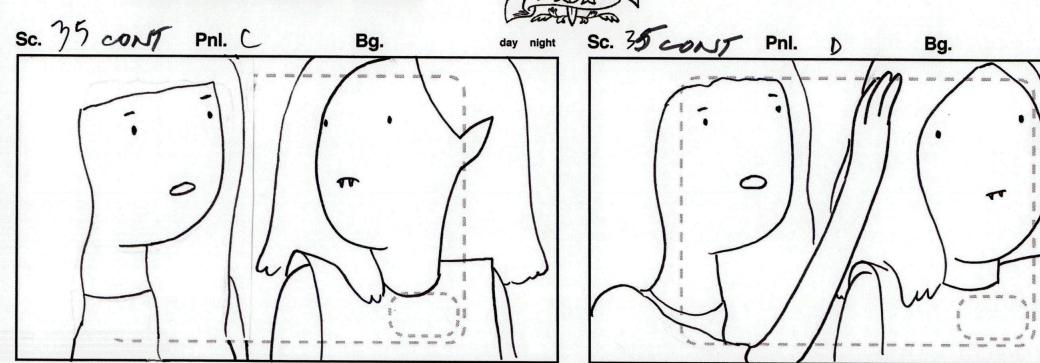
Fiming:				
				MAR 2 4 2015
Action:				

EPISODE # 1034-2

Productic







• 100 000	
90000 WARE WARE WARE	
	*
	EPISODE #

Dia	Inc	
-		



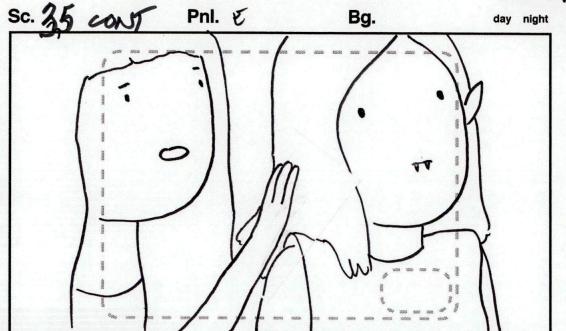
I think you're making the right choice (B) Your natural life span is going to be

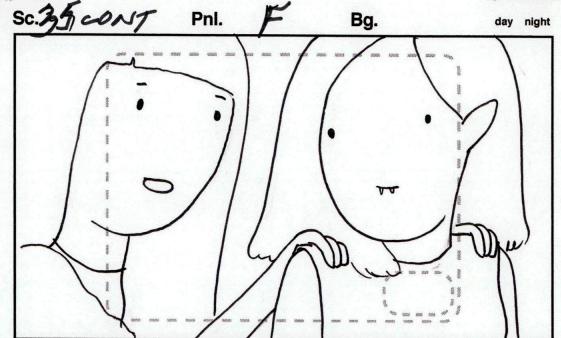
Action:

Timing:

MAR 2 4 2015







Dialog:

richer & fuller

than you can imagine

Action:

PB strokes cycle Palo de x 2

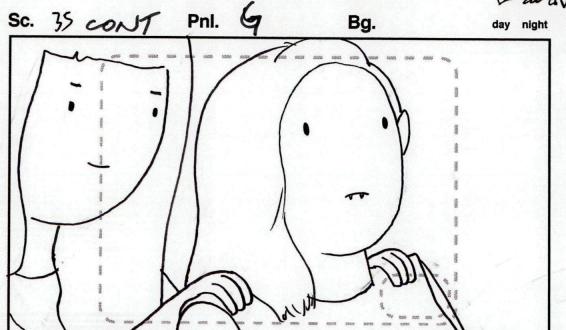
MAR 2 4 2015

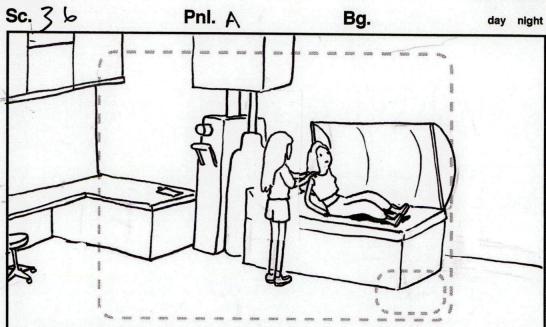
Timing:

Production:

EPISODE #

### **ADVENTURE TIME**





Dialog:

Action:

MAR 2 4 2015

Timing:

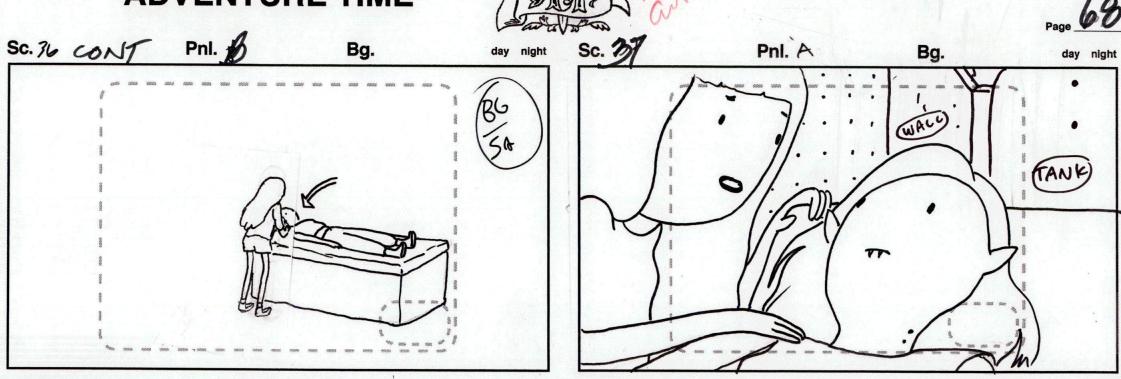
1034-212

**EPISODE**#

### **ADVENTURE TIME**







Dialog:

And

.. Someday ...

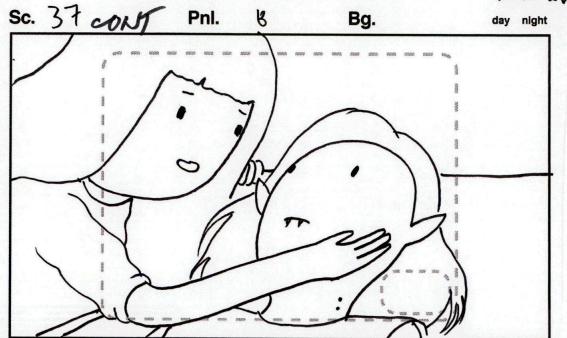
MAR 2 4 2015

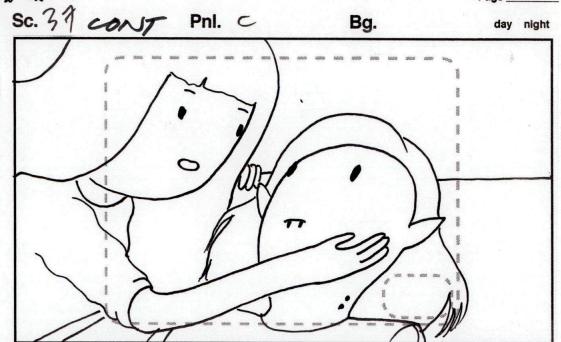
Action: - M. LIES DOWN.

Timing:



Page 69





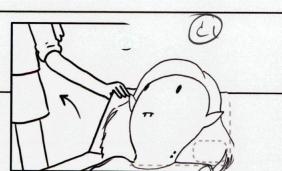
D	ialo	g:

) when you die ...

PB I'll be the one who putsyou in the ground

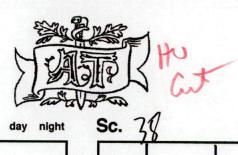
Action:

Timing:

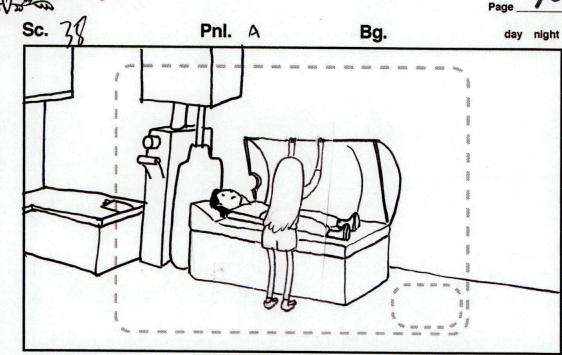


MAR 2 4 2015

# Sc. 37 cons Pnl. D DUT SNAP Dialog: Action:







EPISODE #

1034/212

- PB LEANS OUT QUICKLY

**ADVENTURE TIME** 

Bg.

Timing:

Production:

MAR 2 4 2015

### **ADVENTURE TIME** Sc. 38 cons Pnl. 8 Bg. Pnl. A Dialog: clary!) Action: - PB CLOSES MACHINE. MAR 2 4 2015 Timing:

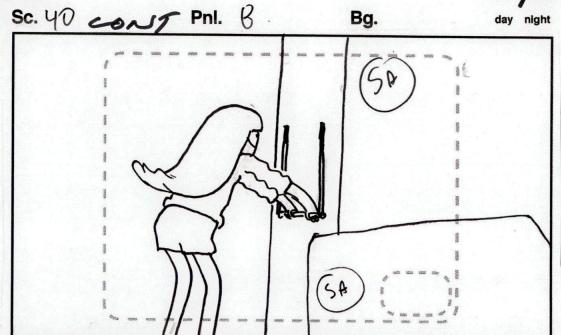
Production:





Page 12

Sc. 40 Pnl. A Bg. day night



Dialog: PB this	operation might not even work!	SFX: X CHUNKX	
Action:			MAR 2 4 2015
Timing:			

Production:

EPISODE #

1034/21



Pnl. K

Sc. 4 CONT Pol. B

Dialog:

SFX BOOM

Action:

- LIGHT SHOOTS OUT FROM CABIN.

MAR 2 4 2015

Timing:



Pnl. A Sc. 42 Bg. Sc. 42 CONT Pol. B

Dialog:

waavghahahahaa aaa -

close up PB wearing safety lenses. Slow TREMBLING RIM in undulating reflection in glasses
(Xellow & purple) cycle (A) (8 x 2)

Timing:

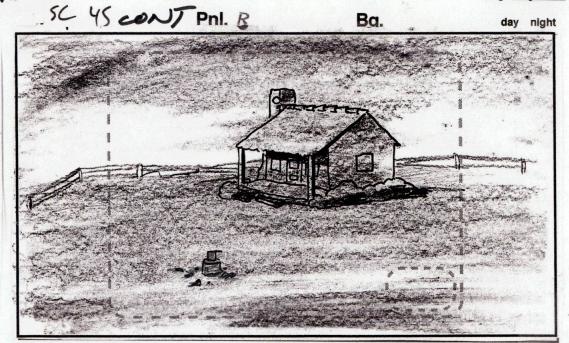
MAR 2 4 2015

		No scene 44		
ADVENTURE TIME	THE STATE OF THE S			76
Sc. 43 Pnl. A Bg.	day night 00 SC.	Pnl.	Bg.	day night
100 AND 1000				EPISODE #
Dialog: (shorting)  This tickles really be  Action:	nd !!			
			MAR 2	4 2015
Timing:				Production:



Page 76 Cat

SC 45 Pnl. A Bg. day night



Dialog:

SFX: X VRRRR X

(quiet)

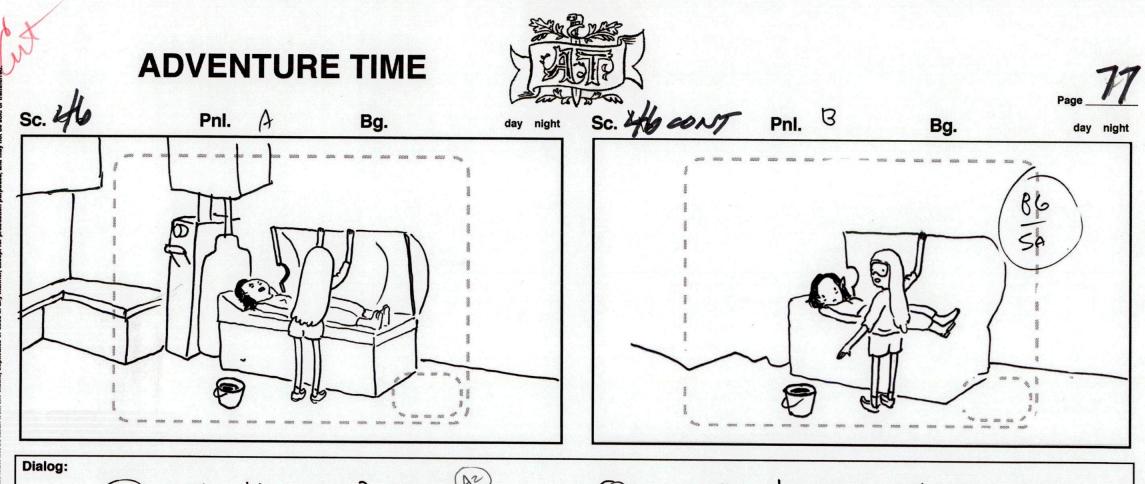
Action:

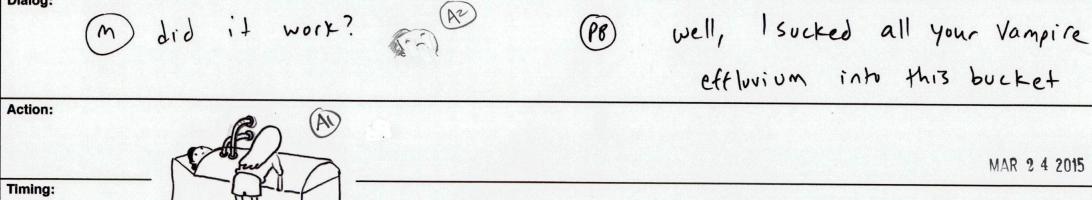
House settles Back down

MAR 2 4 2015

Timing:

**EPISODE**#



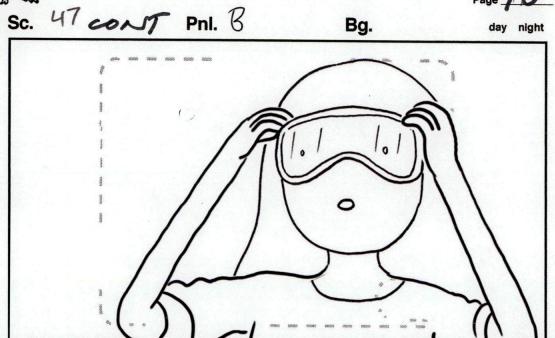


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Page **18** 

Sc. Y Pnl. Pr Bg. day night Sc



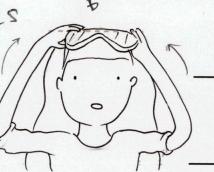
Dialog:	(98)	Possibly	WE	won't	Know	the	results	for	acou	ple	days

Action:

-PB TAKES OFF GOGGLES

Timing:

MAR 2 4 2015



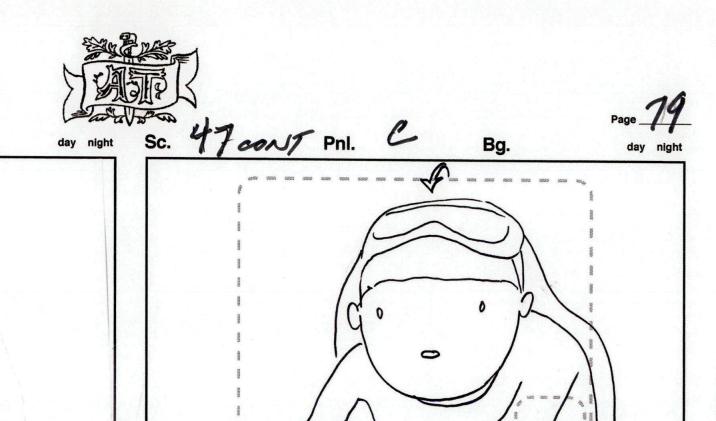
Production:

EPISODE #

1034/212

Bg.

Pnl.



Dialog:

PB In the meantime,

Action:

Timing:

Sc.

Production:

MAR 2 4 2015

1034/212

EPISODE #

EPISODE #

	AD	VEN	IIU	KE	IIME
11-					

Sc. 47 CONT Pol. D Bg.

Dialog:

you need to get Plenty of rest.

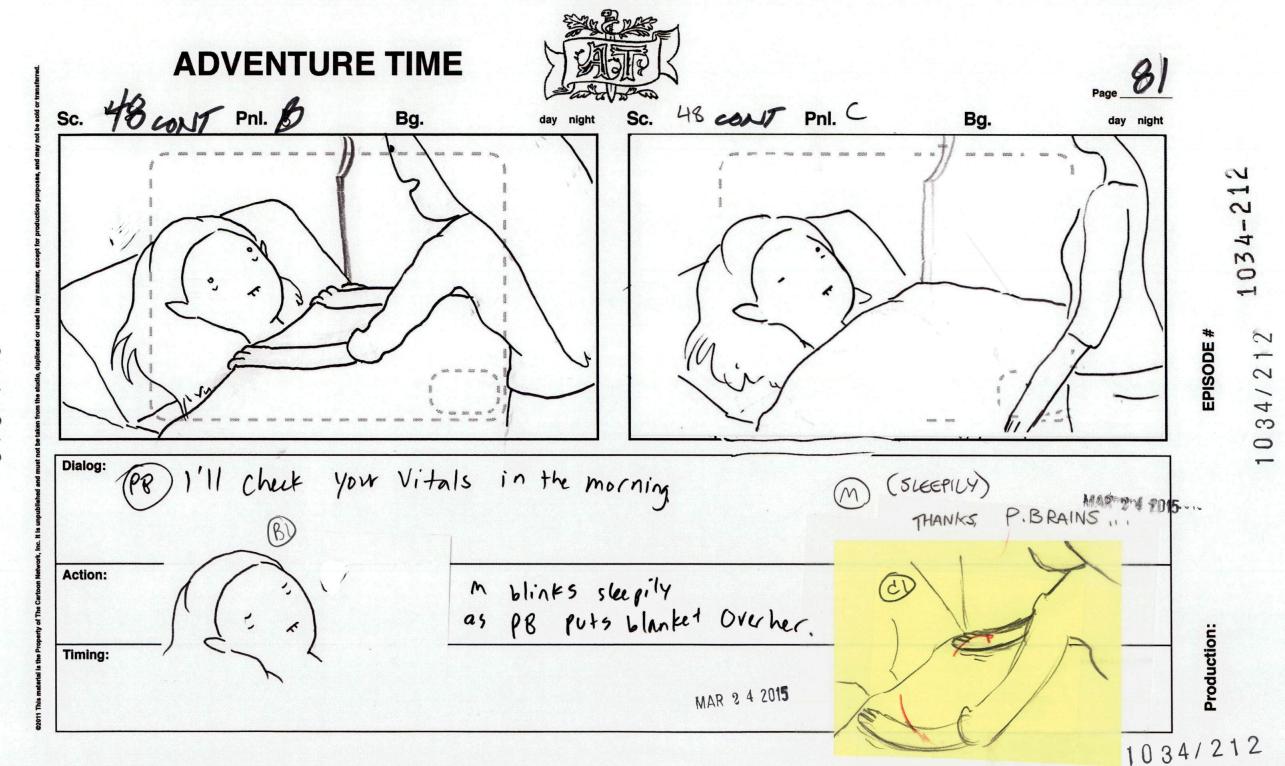
Action:

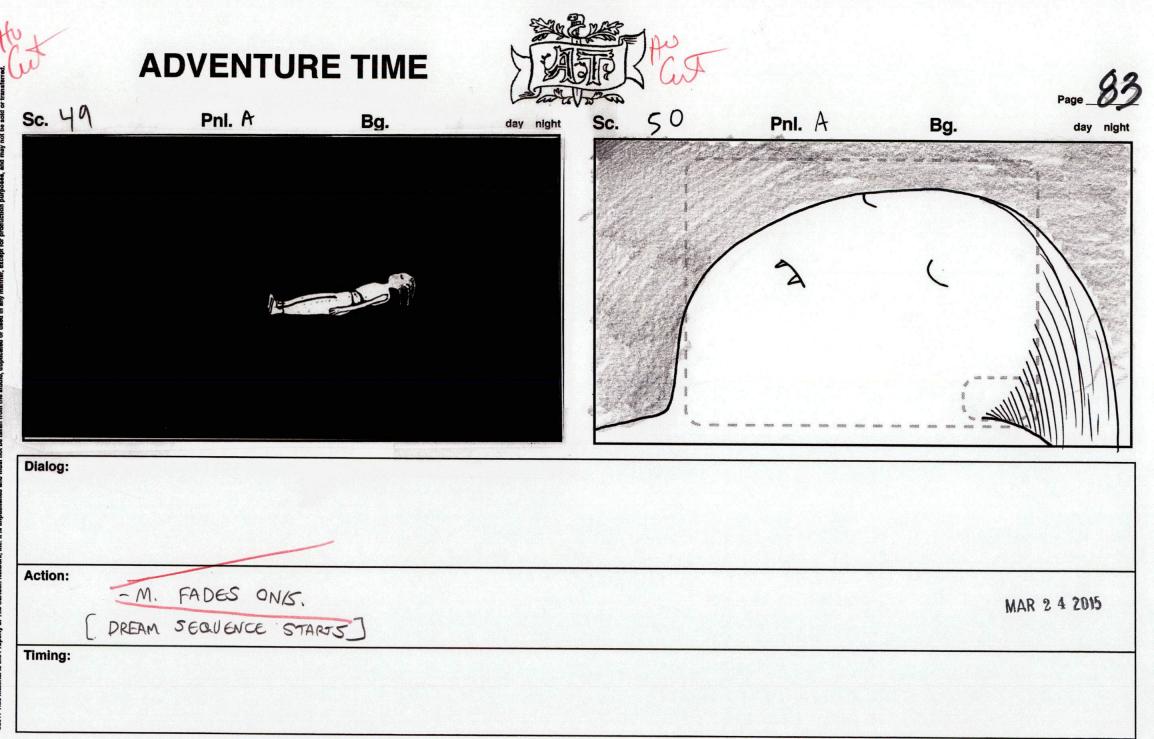
Timing:

Production:

1034/212

MAR 2 4 2015





Production:

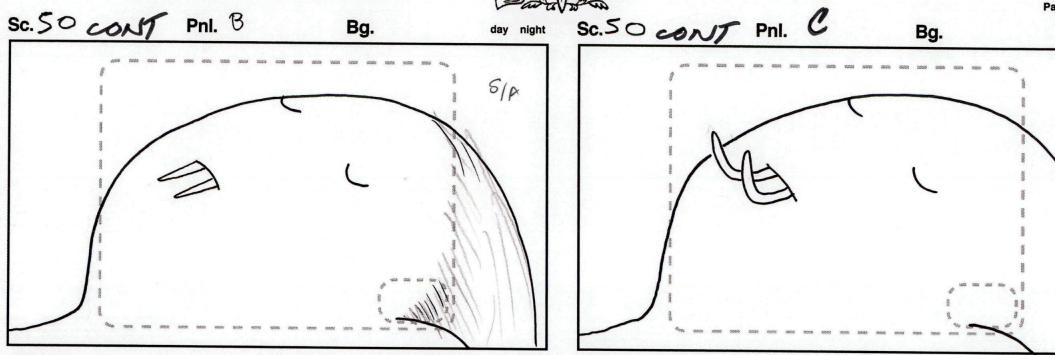
1034/212

**EPISODE**#



Page 84

day night



1034-21

EPISODE #

Dialog:

SFX KK-KK-KKK

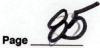
Action:

norceline's seeth grow and curve

MAR 2 4 2015

Timing:





Sc. 50 cons Pnl. b Bg. day night

| Page | Page | Page | Pnl. b |

EPISODE #

1034-212

Dialog:

Action:

- M'S TEETH STRETCH OFF/S.

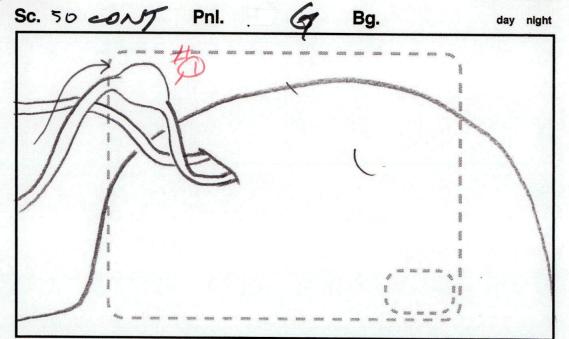
MAR 2 4 2015

Timing:



Page 86

Sc. 50 LONG Pnl. Bg. day night



Dialog:

Action: - GULPING MOTON THROUGH TEETLY.

MAR 2 4 2015
Timing:

Production:

PISODE # 1034-216

Production:



Page 89

Sc. 5 | Pnl. A Bg. day night

Sc. 5/ CONT Pnl. (8 Bg. day night

Dialog:

56x + 610g....glug....glug....glug....glug....glug....glug....glug....glug....

Action:

-M. STRAIGHTENS UP.

MAR 2 4 2015

Timing:

### NO 5C 52

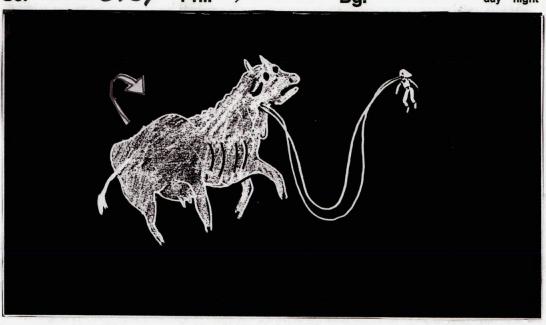
#### **ADVENTURE TIME**

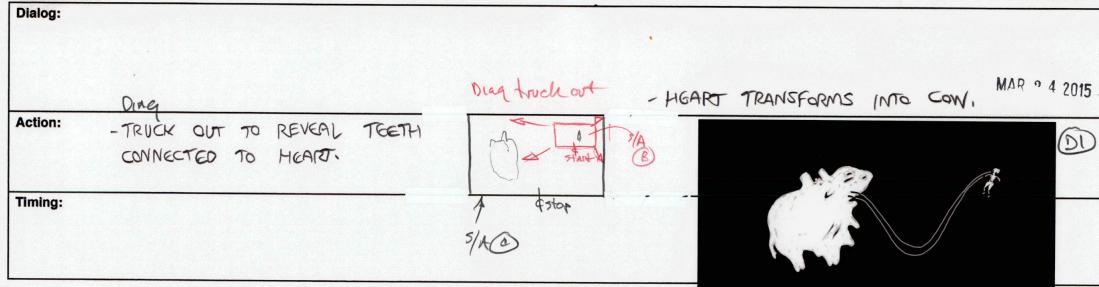




Sc. 51 CONT Pol. C Bg.

Sc. StoonT Pnl. D





Production:

1034-21

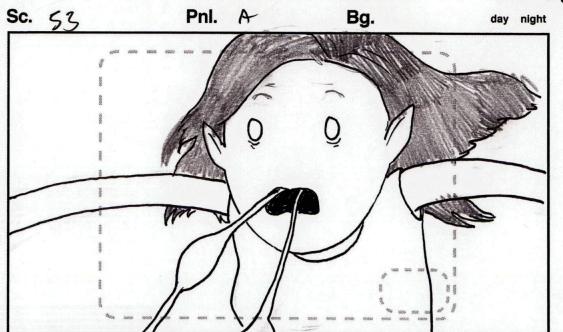
**EPISODE**#

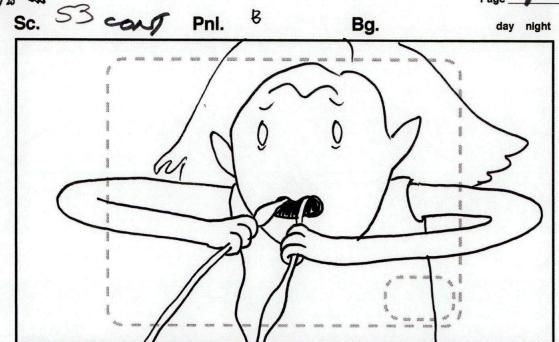
1034-212

**EPISODE**#

### **ADVENTURE TIME**









Timing:

MAR 2 4 2015



Page 91

Sc. 53 cont Pnl. C Bg. day night

Sc. 59 Pnl. A Bg. day night

Dialog: (SFX) Crack!)

Action:

Marceline snaps her teeth.

MAR 2 4 2015

Timing:

Production:

EPISODE #

3



Sc. 54 CONT Pol. 8

Bg.

54 CONT Pol. C

Dialog: (crack!)

Sfx crack! crack! crack! crack!

Action:

- M'S ARMS POP OFF LIKE DOLL ARMS.

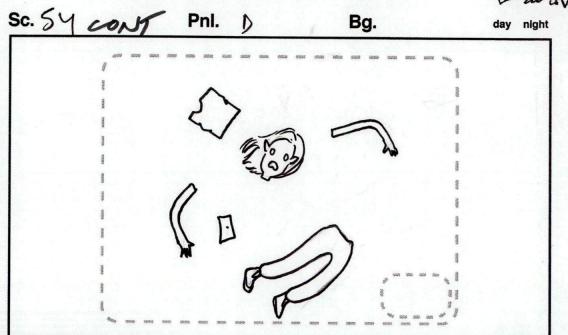
m's body cracks apart into 5 pieces

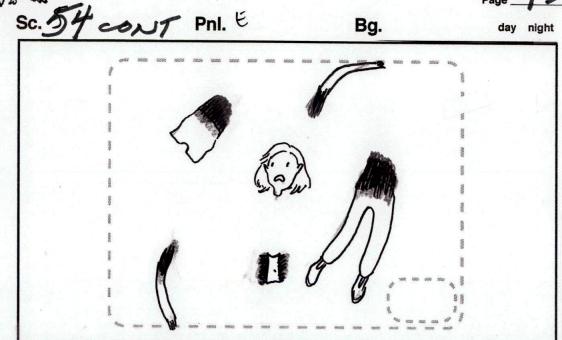
MAR 2 4 2015

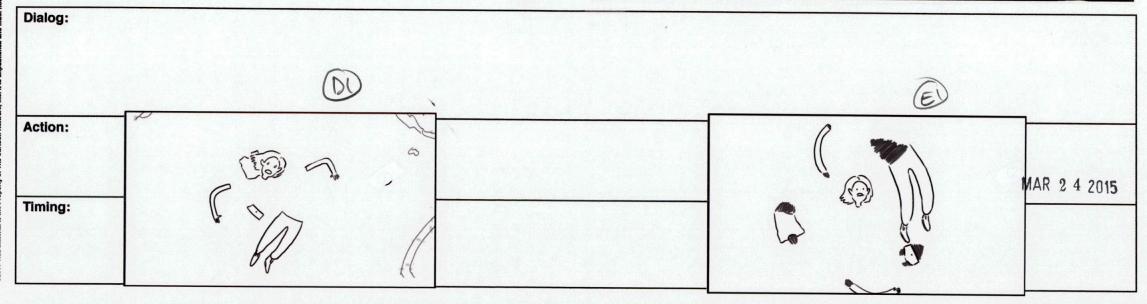
Timing:



Page 93







Production:

1034/212

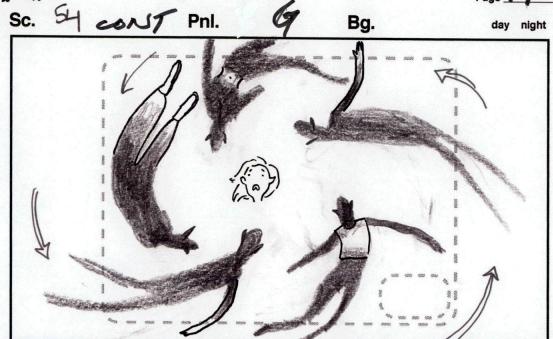
1034-212

EPISODE #



94 Page

Sc. Fit cont Pnl. Bg. day night



Dialog:

- PIECES SWIRL AND MORPH INTO VAMP. SILHOUETTES.

MAR 2 4 2015

Timing:

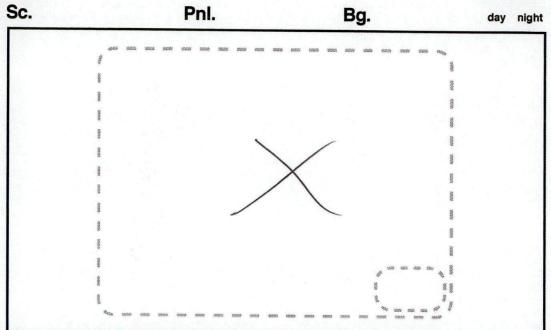
Production:

**EPISODE**#



95 Page

Sc. 54 cont Pnl. H Bg. day night Sc.



Dialog:	
경기를 받는 것으로 함께 전혀 가장 전혀 가장 함께 있는 것이 되었습니다. 그는 것이 되었습니다. 그런 그런 그는 것이 되었습니다. 그런 것이 되었습니다. 그런 그런 그런 그런 그런 그런 그런 그런 	
Action:	
	MAR 2 4 2015
Timber.	MAN 2 4 2013
liming:	

notion

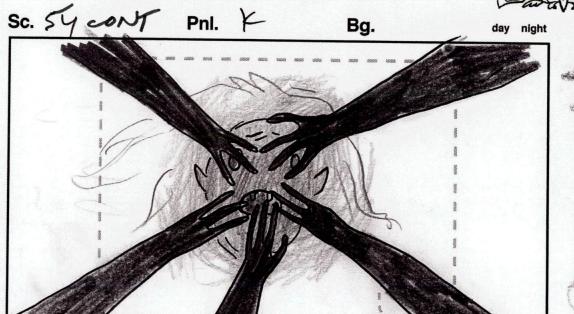
EPISODE # 1034-21

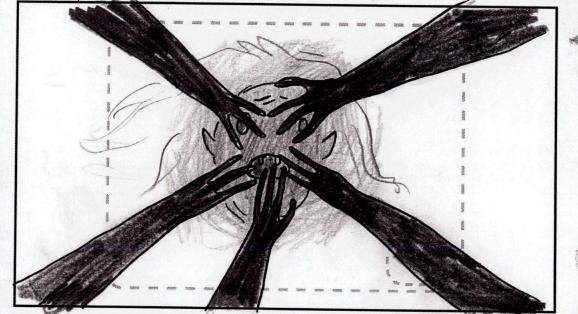
3

1034/21



MAR 2 4 2015





Dialog: (M) Scream -

Action:

hands push marceline's head into darkness

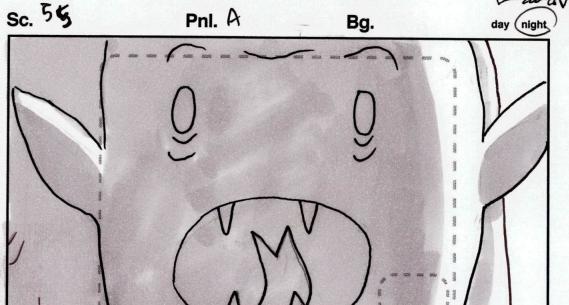
Timing:

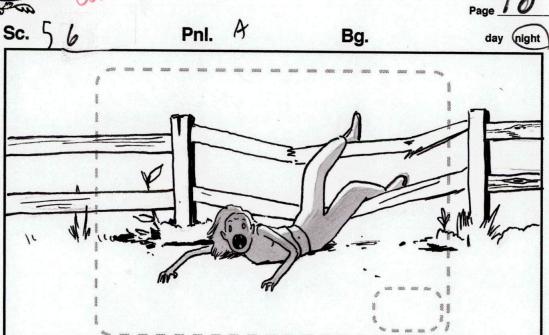
1034/212

1034-212

EPISODE #

### **ADVENTURE TIME**





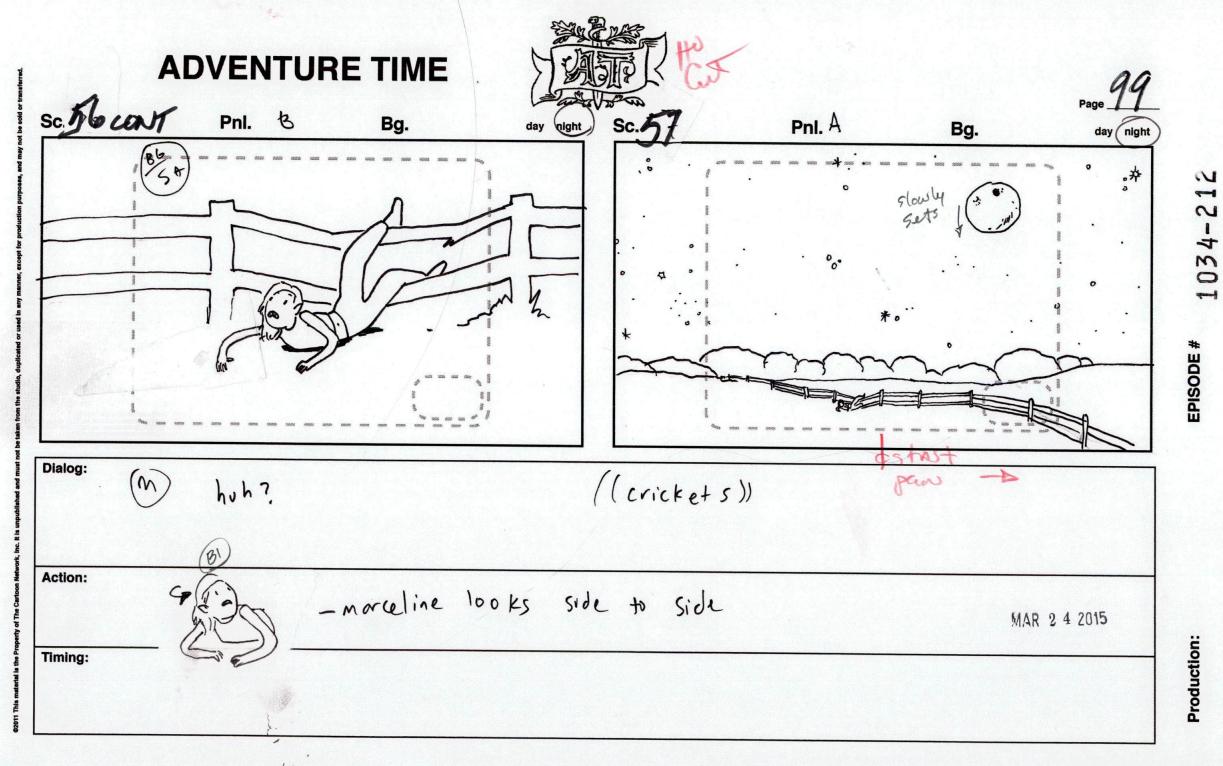
scream! (cont)

- (scream trails off)

Action:

MAR 2 4 2015

Timing:



11834'212



Sc. 51 CONT EPISODE # Dialog: (BI) Action: PAN RIGHT TO VILLAGE + WINDMILL. ( REF. THE MONSTER BGS) MAR 2 4 2015 Production: Timing:

1034/212

2

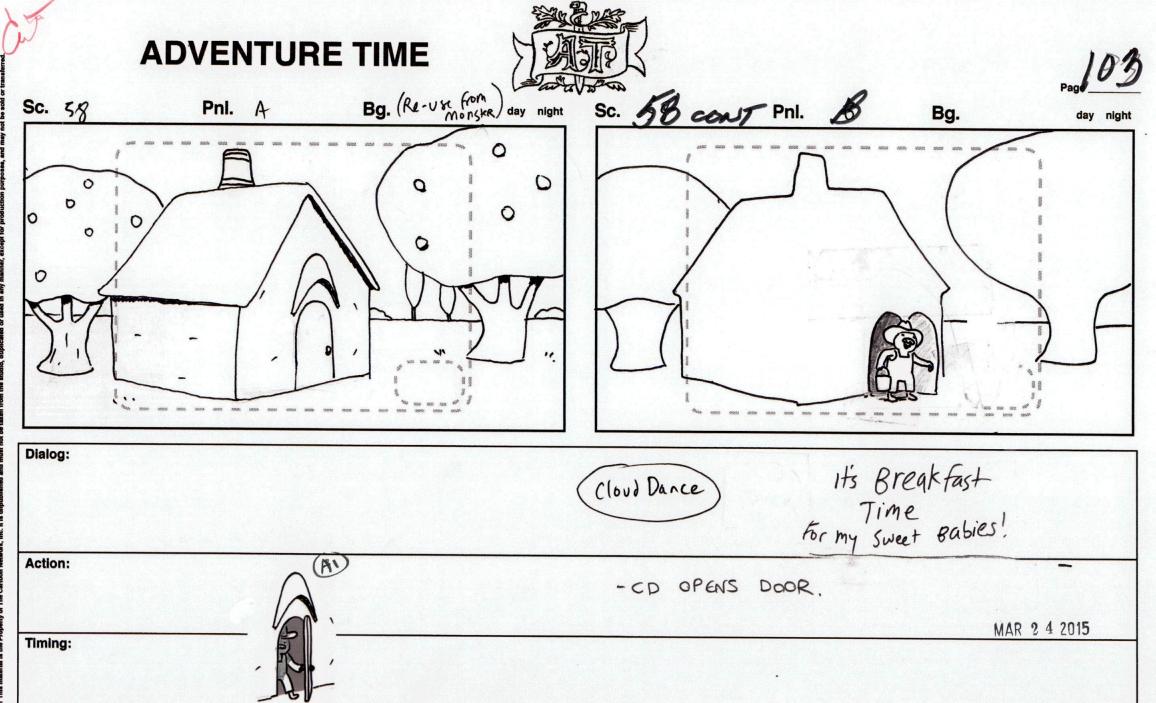
Timing:

## **ADVENTURE TIME** Sc. A FLONT Pol. Sc. 57 CONT Pol. E Bg. Dialog: Action: · Pre-dawn (Regular Speed - not sped-up) Sun rises over the town

Production :

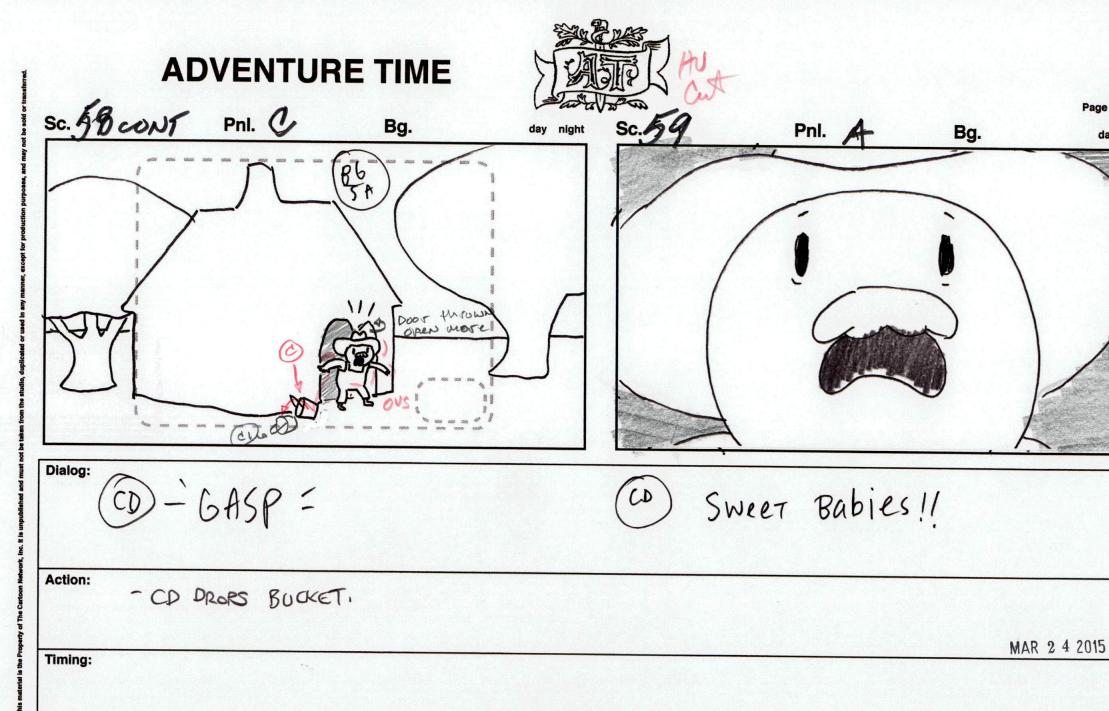
1034/212

MAR 2 4 2015



Production:

EPISODE #



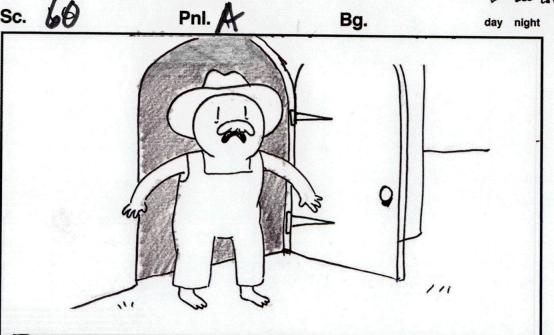
Production:

**EPISODE**#

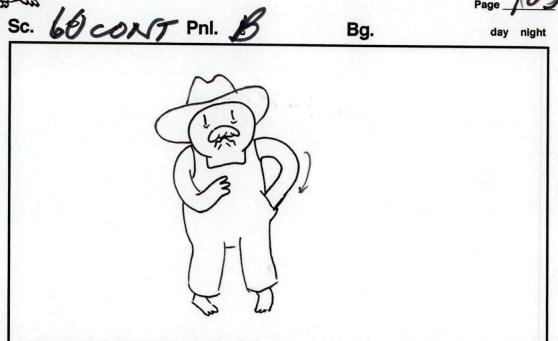
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or used in any man		
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Bg.



**ADVENTURE TIME** 

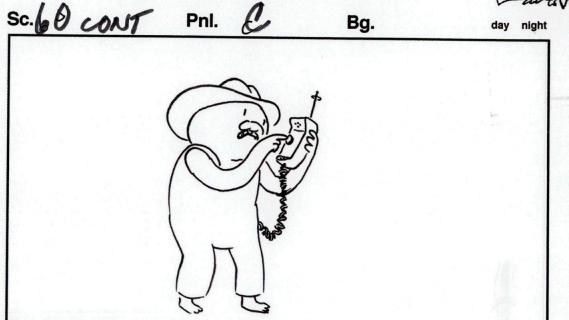


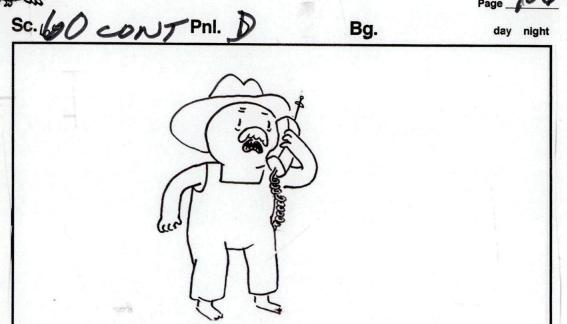
Dialog:						
Action:	-CD	REACHES	INTO	POCKET,		
Timing:					MAR 2 4 2015	

Production:

EPISODE #





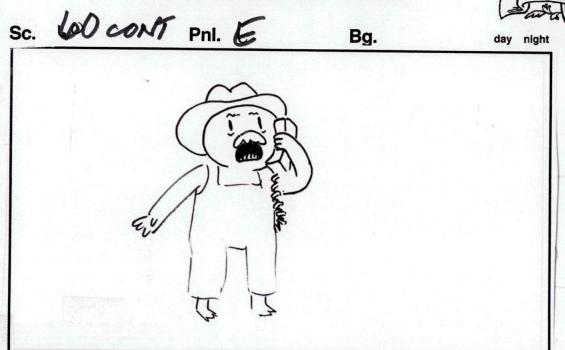


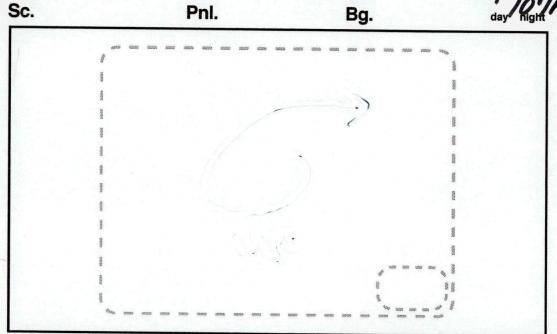
Beeep! Dialog: CO Operator! put me though to finn & Jake! Action: MAR 2 4 2015 Timing:

Production:

**EPISODE**#







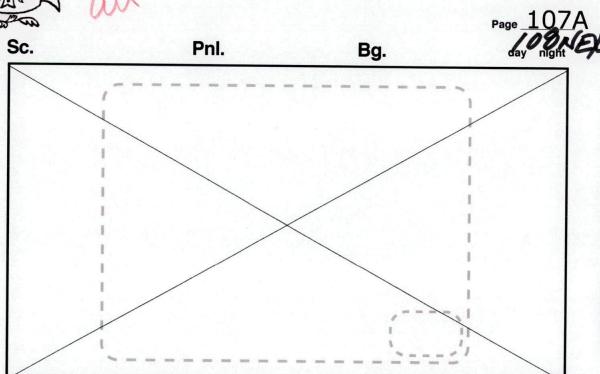
Co) It's an emergency!!	
Fiming:	MAR 2 4 2015

Production:

EPISODE #



Pnl. A Sc. 60A Bg. day night



Dialog:
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Action:

Timing:

N

1034/

1034/212

MAR 2 4 2015

1034-21 2 **EPISODE**#

Dialog:

Action:

Timing:

1 the victim's lost

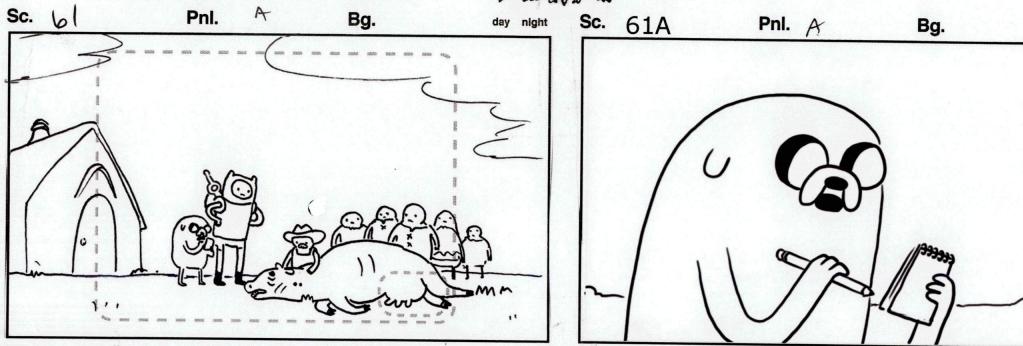
- F+J STAND IN FIELD LOOKING AT COW.

a lot of Blood.

Clean entry wounds ..

# **ADVENTURE TIME**





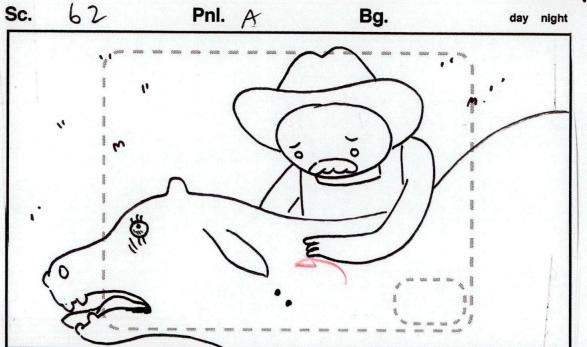


MAR 2 4 2015

Production:







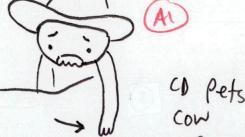
Sc. Pnl. Bg. Page C & A

CK/ Poor miss baby.

Action:

Dialog:

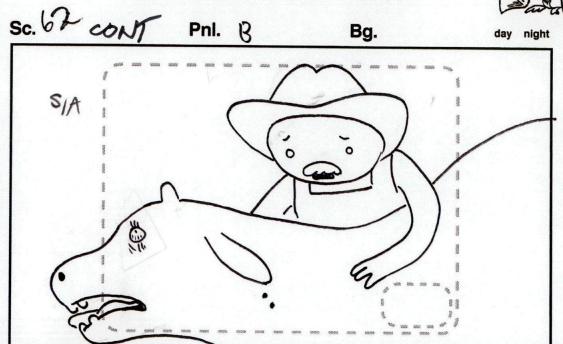
Timing:

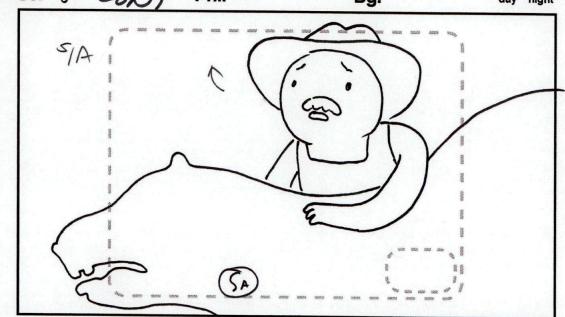


MAR 2 4 2015



Sc. 62 cont Pnl. C Bg.





Dialog:	Co) she used to be my best crea	am- owl
Action:		
Timing		MAR 2 4 2015

Production:

**EPISODE**#

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y no		
E		



Pnl. A Bg.

63 CONTPOL 8 Bg.

Dielone	
Dialog:	1
	((0)

But now her milk --



IS NON-FAT!

Action:

Timing:

MAR 2 4 2015

Production:

EPISODE #

Hu Cut

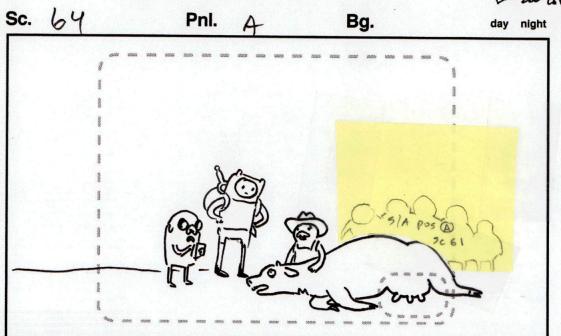
#### **ADVENTURE TIME**

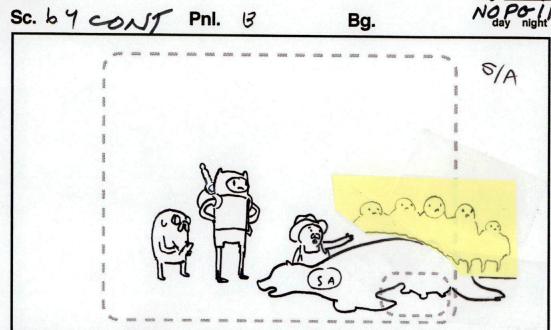


Sc. by cont Pnl. B Bg.

Page No Poll 2

Aday night



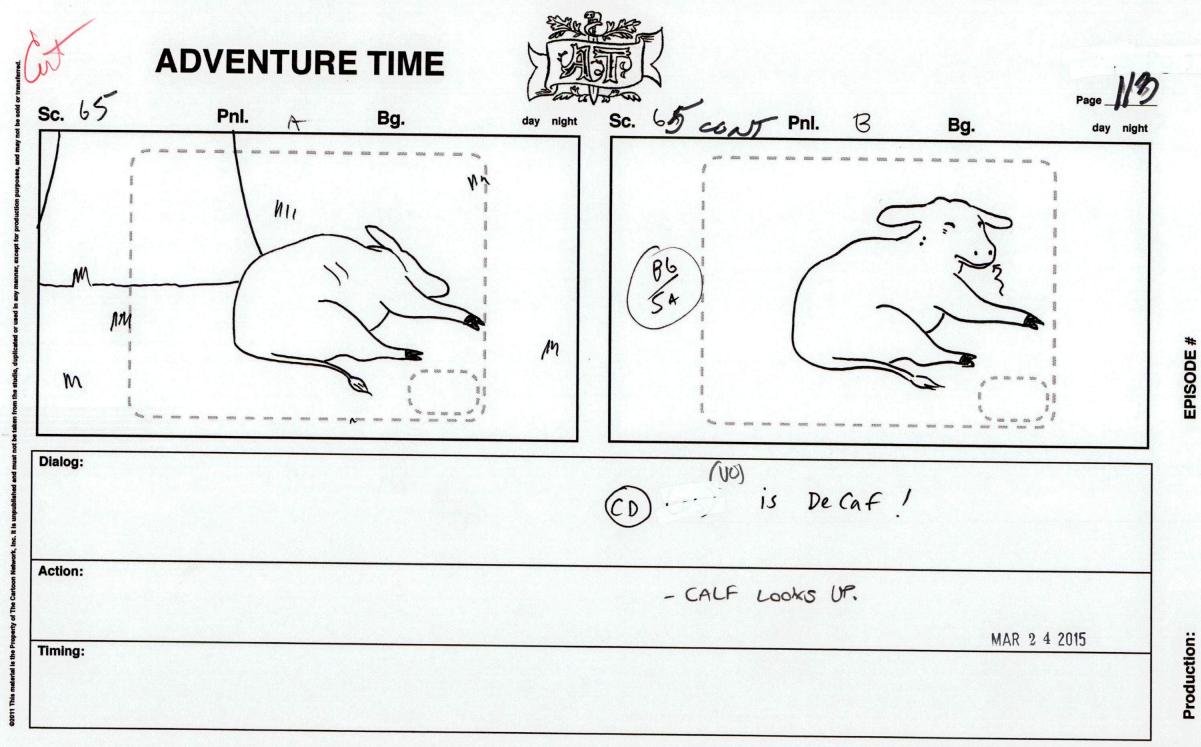


Co And Nanette,	(CD) My Beautiful	Calf
Action:		
Timing:		MAR 2 4 2015

Production:

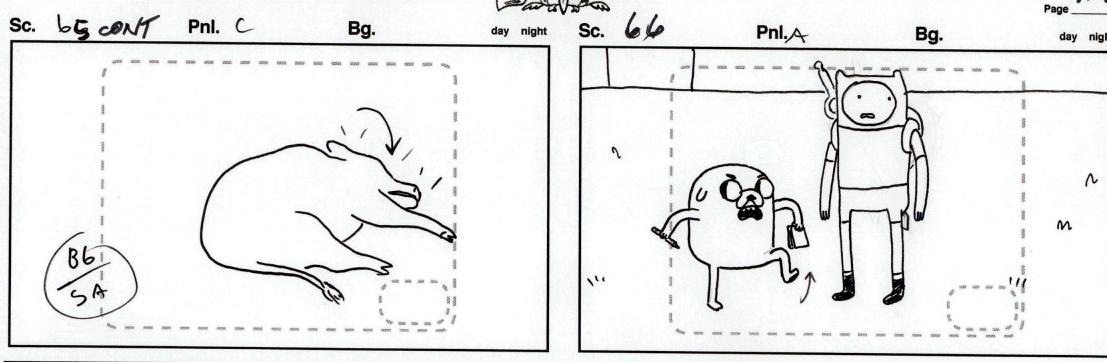
**EPISODE**#

1034/212



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EPISODE #

Dialog:

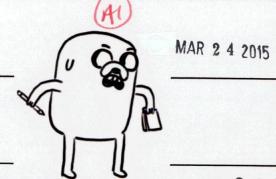
fx (thud

(1) that's --

Action:

- CALF PASSES OUT

Timing:

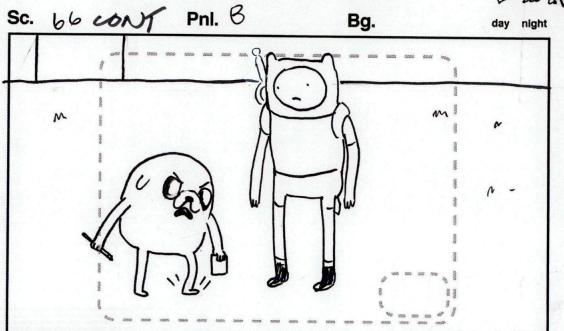


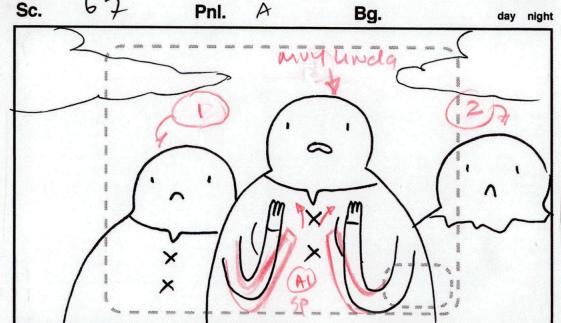
oduction:

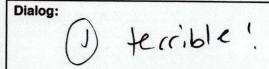
EPISODE #

#### **ADVENTURE TIME**









MUY LINDA)

And there's more!

Action:

- J. STAMPS.

Timing:

MAR 2 4 2015

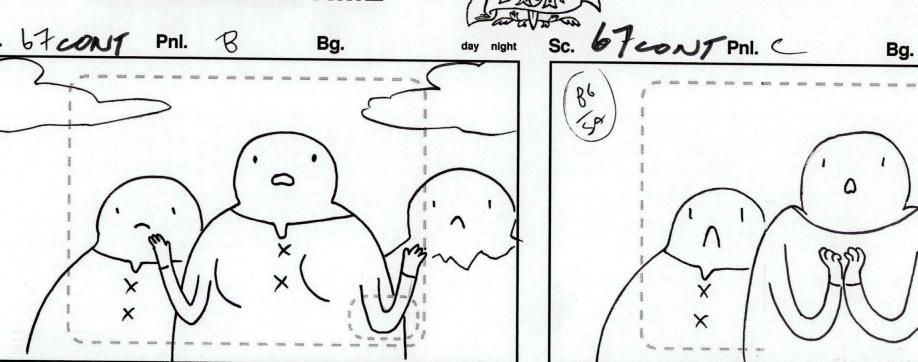
Production:

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_	_
1	3

#### **ADVENTURE TIME** Sc. 67 CONT Pnl. B Bg.



3 EPISODE #



Dialog: MC Every farm in our Village was attacked

ML/ Not a goat, or a cow, or a duck left unsucked!

Action:

MAR 2 4 2015

Timing:

Production:

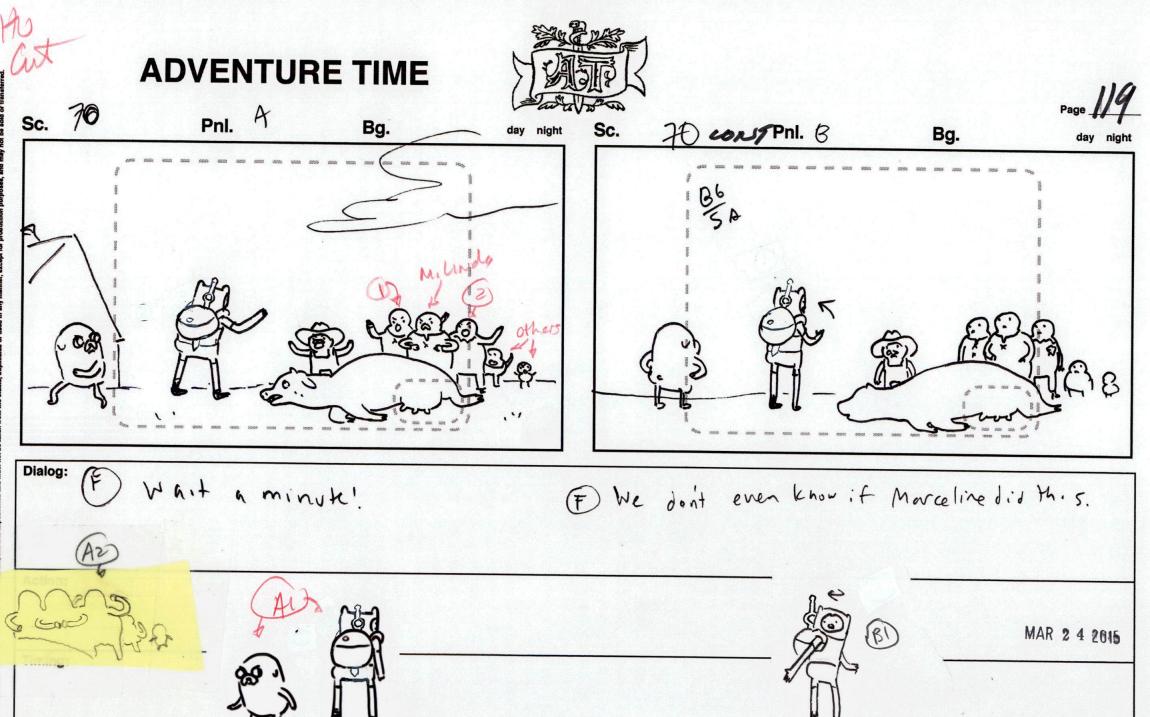
2

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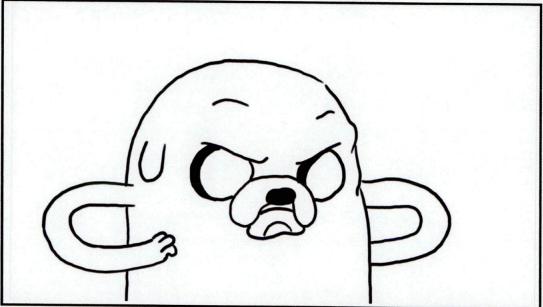
Production:

1034/21



Sc. 71 A Pnl. Bg.

Sc. 71 CONT POLB Bg.

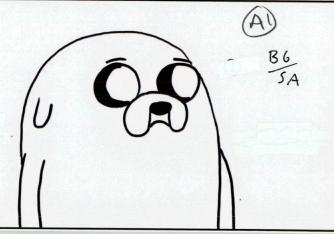


Dialog: Opo's extensive Vampire Community

Dennnhhb!

1:ke "wong" Buzzer sound)

Action: Timing:

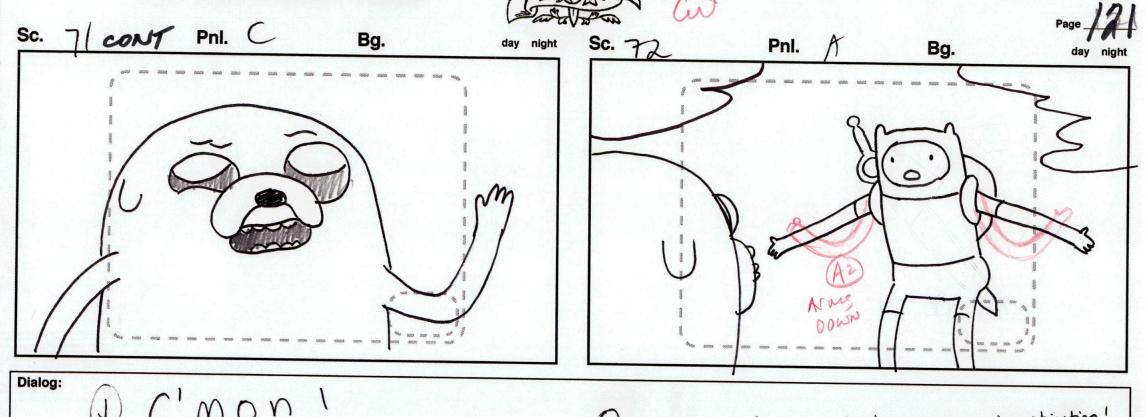


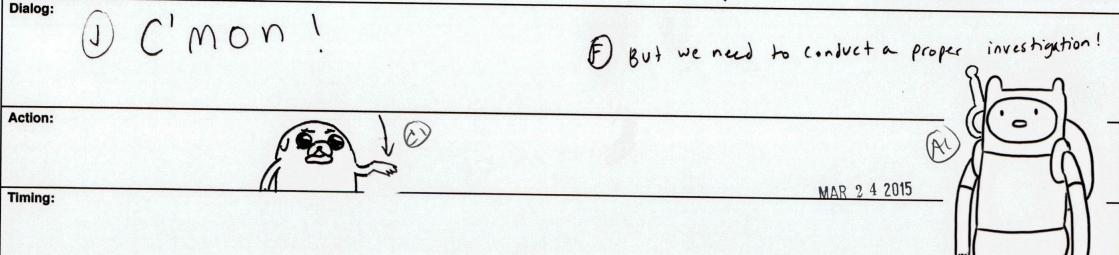
MAR 2 4 2015

Production:

1034/212







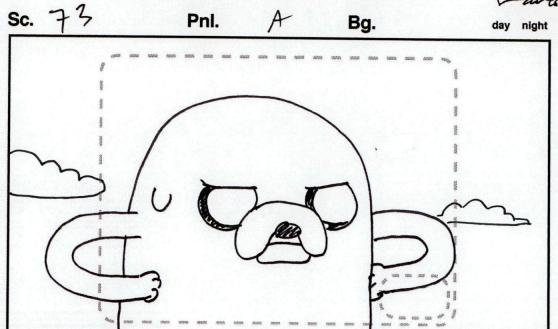
EPISODE #

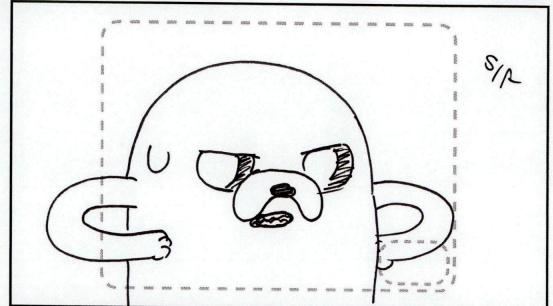
Production:



Bg.

Sc. 73 CONT Pol. B





Dialog: (5) (inderhisbreath) gint no rookie I know that! (A) Action: MAR 2 4 2015 Timing:

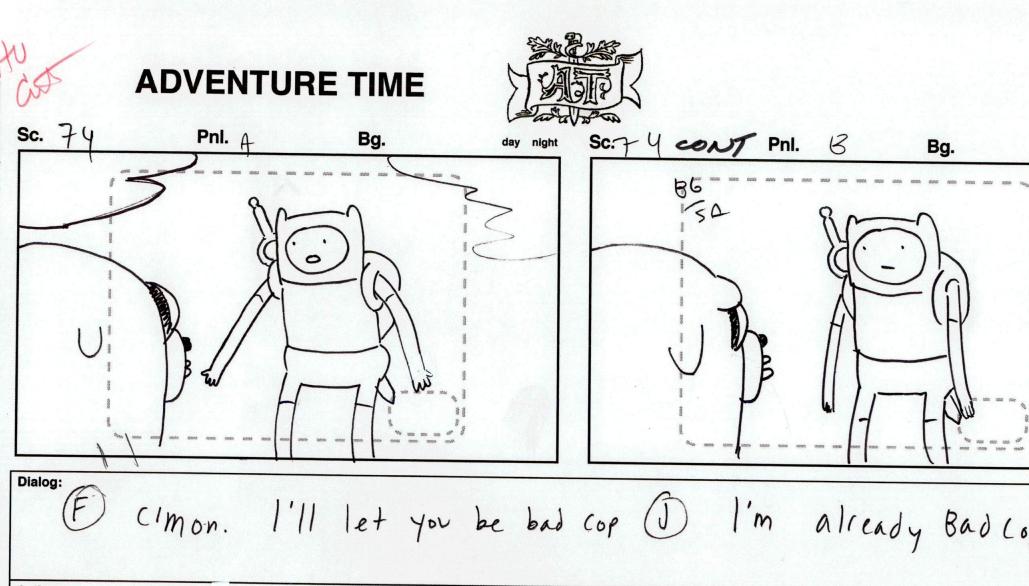
Production:

EPISODE #

1034/21

EPISODE #

Production:



cimon. I'll let you be bad cop (1) I'm already Bad cop!

Action:

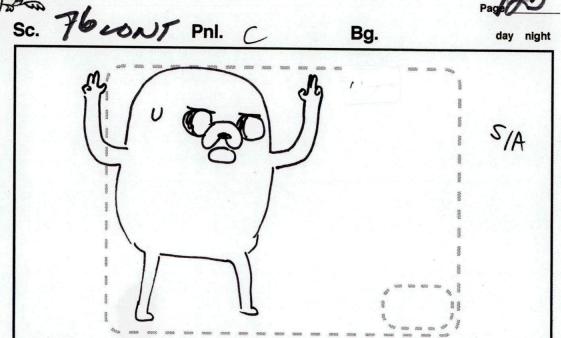
Timing:

MAR 2 4 2015



Page 25

Sc. 76 conf Pnl. 6 Bg. day night



Dialog:	(1)	Me	and	my	partner	w:11	inkro	gate "		
									(3)	MAR 2 4 2015
Action:						A CONTRACT		- (0)		* & & & & & & & & & & & & & & & & & & &

Production:

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4	Man .	
1	BOUGHT TO THE STATE OF THE STAT	1
	and of the	11

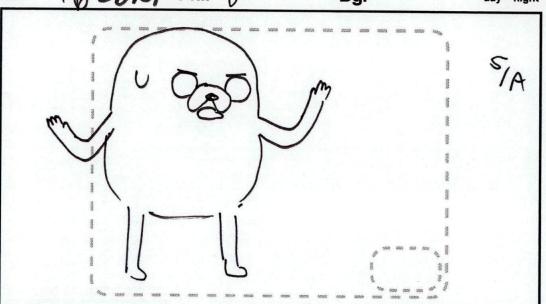
**ADVENTURE TIME** 

76 cont Pal. D Sc. Bg. day night



Sc. 76 cont Pol. E

Bg.



Dialog: the suspect

Police-style

SFX: \* WHAM \*

MAR 2 4 2015

Timing:

Action:

Production:



Sc. 76 cons Pnl. F Bg. Pnl.

Dialog: meanwhile, you sharpen up your pitchforks (1) MOB-Style

Action:

Timing:

Production:

MAR 2 4 2015

1034/212

Production:



Sc. 78 cont Pnl. B

Bg.

Sc. 78 con Pnl.

Bg.

SIA

SIA

Dialog:

that's not right

Marceline's our Friend!

Action:

- F. PUTS HAND ON J'S SHOULDER

MAR 2 4 2015

Timing:

Production:

EPISODE #

Production:

#### **ADVENTURE TIME**



Sc. 78 CONT Pol. b Bg.

Sc. 78 CONT Pol. E Bg.

Dialog:	 1) Physical contact!
Action:	MAR 2 4 2015

Timing:

Production:

111

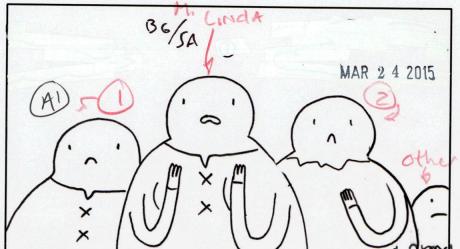


Pnl. A Bg.

Sc. 74 CONT	Pnl.	Bg.	day night
	EA)		
"			
,, ),	ab I be	Con "	
3	Care Solin		111

Action:

Timing:



Production:

**EPISODE**#

Dialog:

oww!!

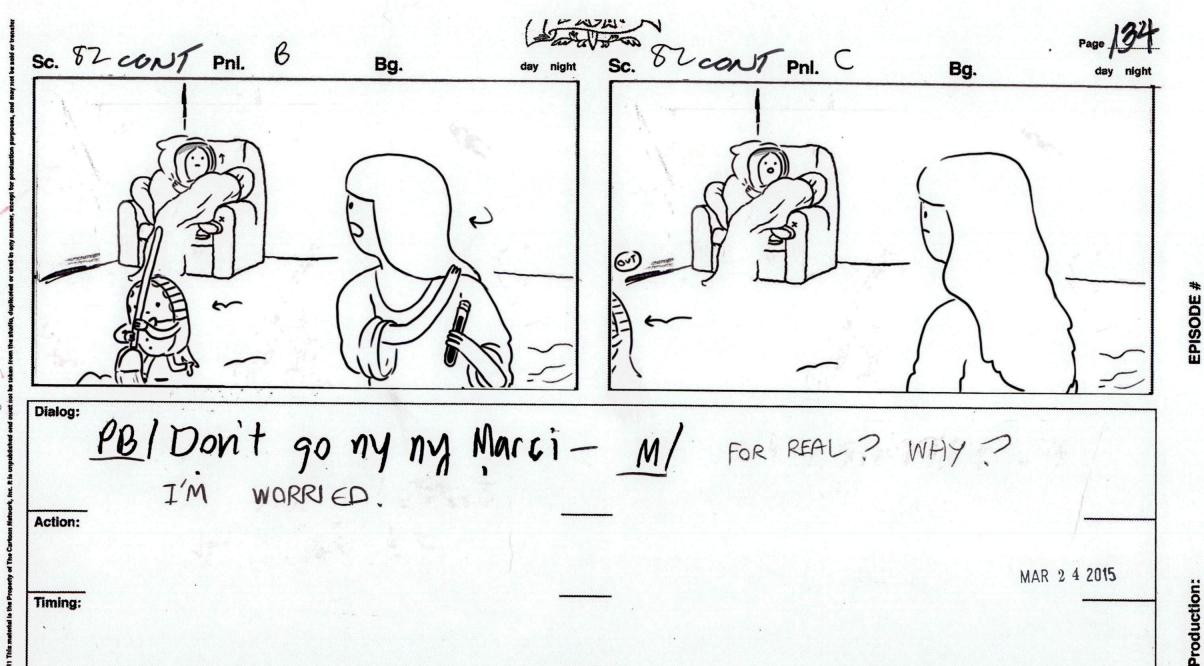
0

34/

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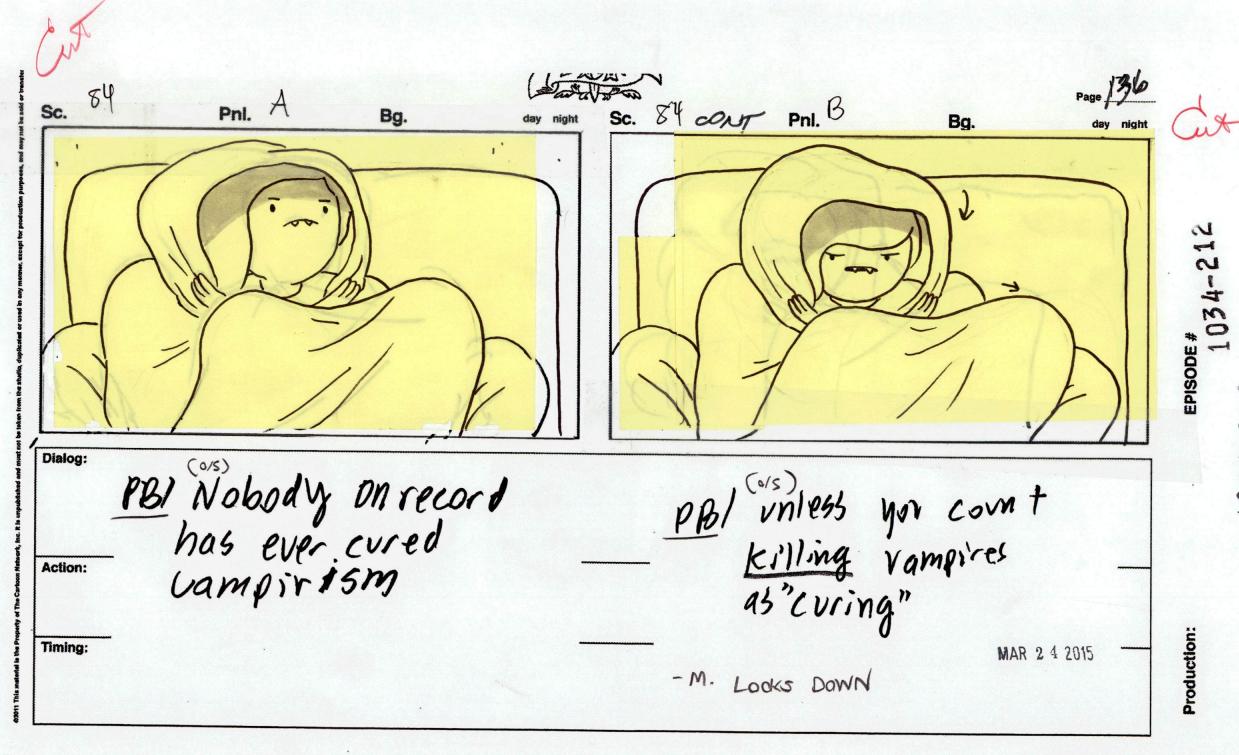
2

Bg.



**ADVENTURE TIME** 

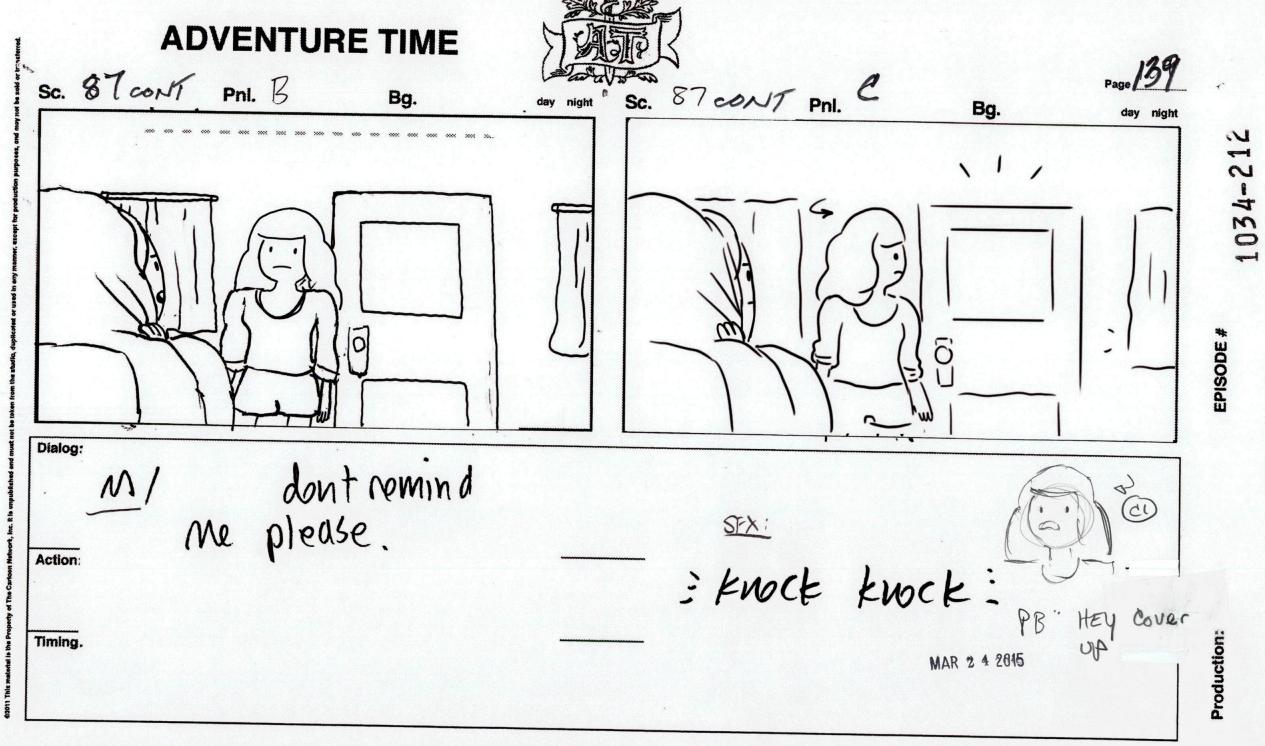
1034.212



Production:

**EPISODE**#

1034/212



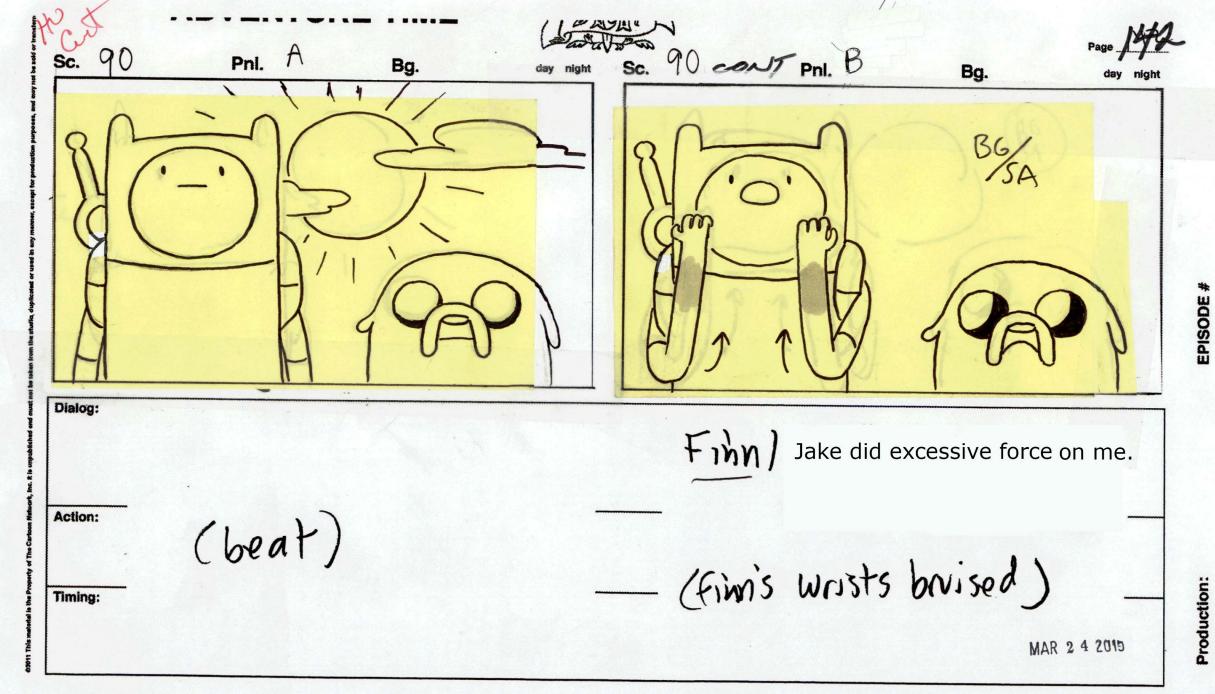
SA

EPISODE #

Production:

1034/212

MAR 2 4 2015



EPISODE #

# **ADVENTURE TIME**



Page 143

Sc. 90 con Pnl. C Bg. day night

(B6)
(SA)

Sc. 90 continued by hight BG. BG. BG. BG. BG. SA

Dialog:

Jake/ Im sorry.

Action:

Timing:

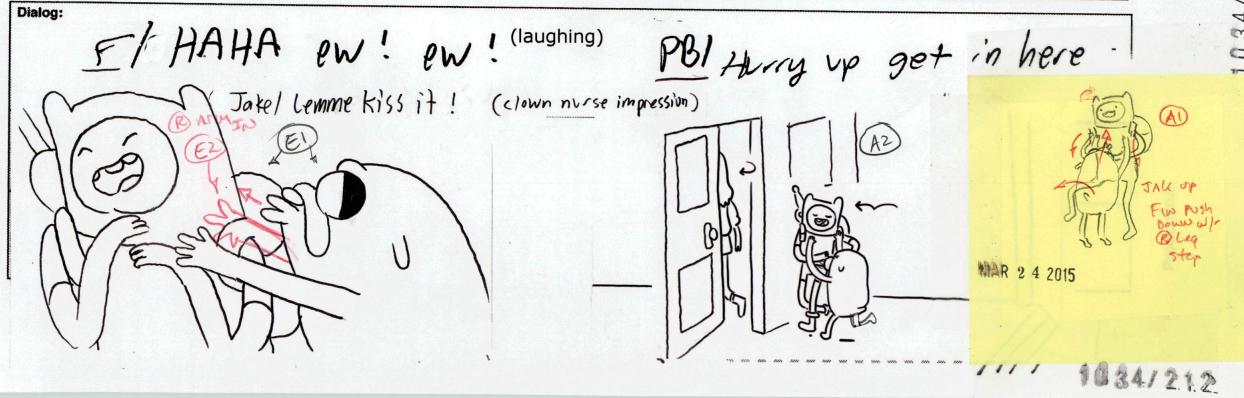
JAKE: \* KISSX

(Kiss wrist)

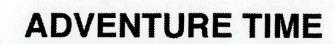
MAR 2 4 2015

Production:





EPISODE #





Sc. 91 CONT PNI. B Bg.



Dialog:

Action:

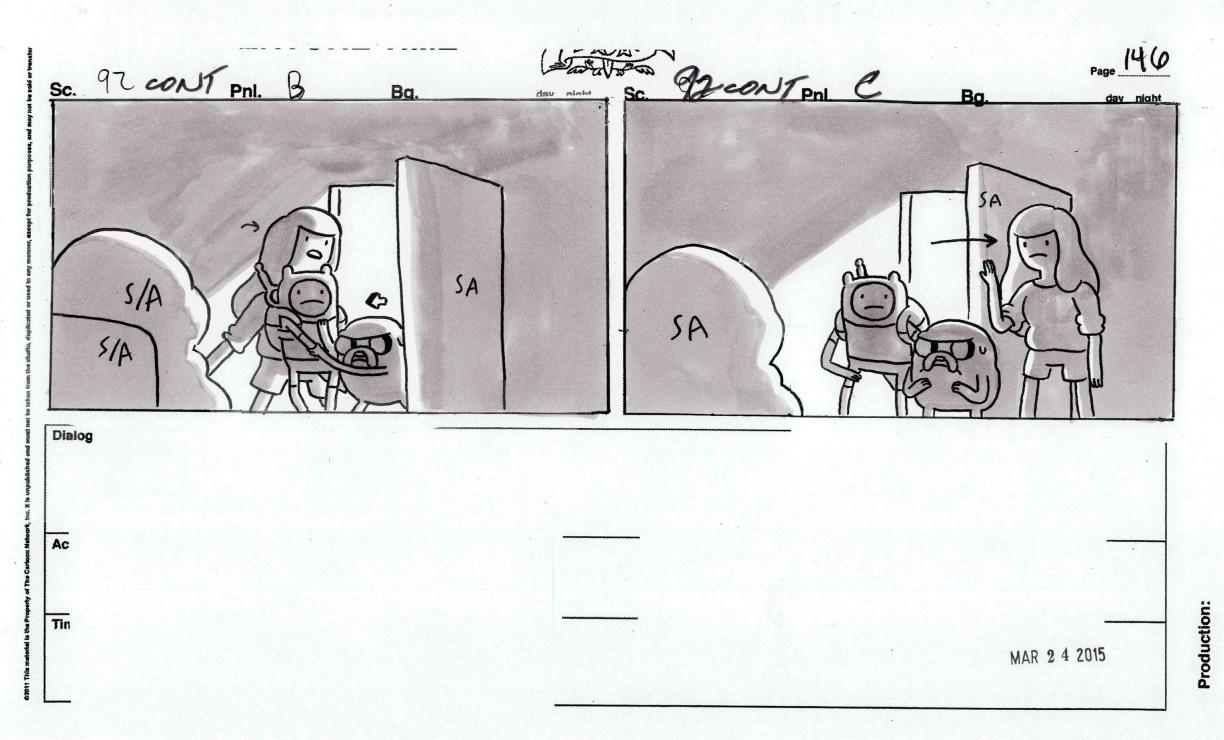
-F+J WALK TOWARDS DOOR

Timing:

- light floods room - Marceline has blanket pulled over

her head

MAR 2 4 2015\_

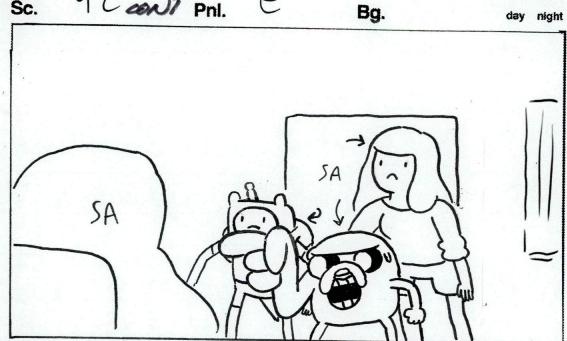


#### **ADVENTURE TIME**



92 april Pnl. E





Dialog:

Jake/ Yn dunnit this time Marceline

Action:

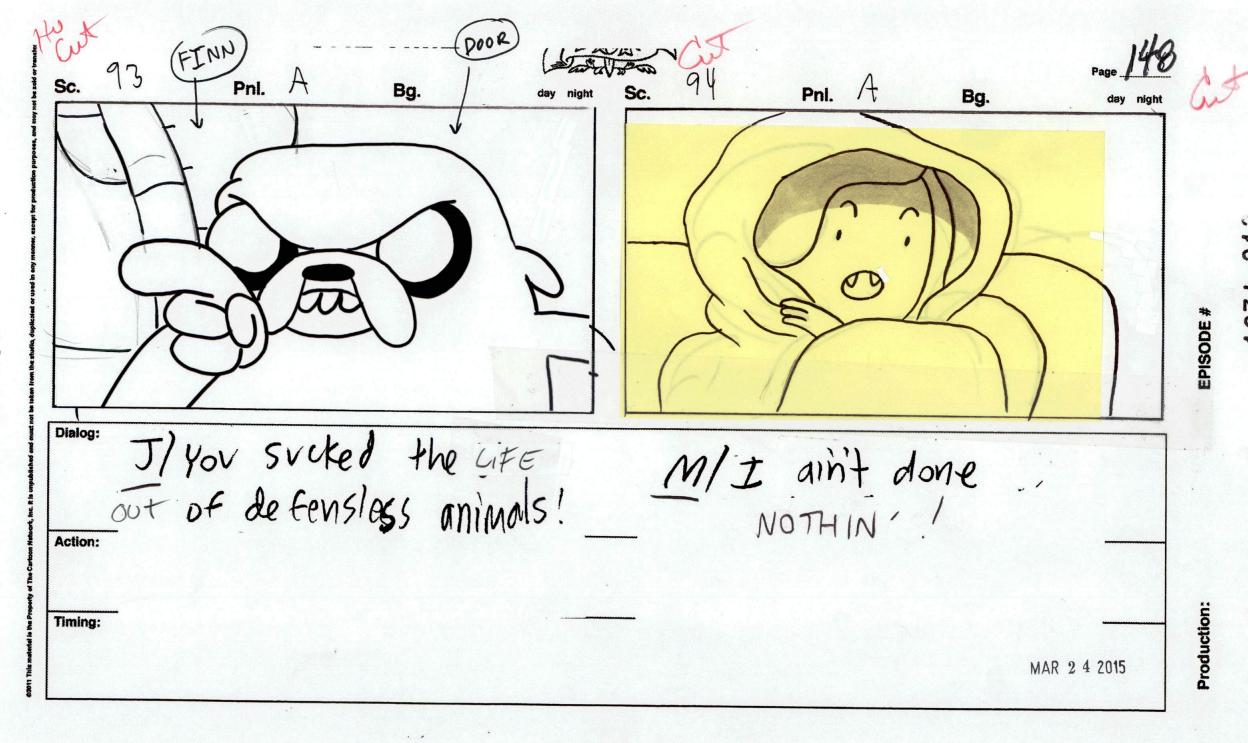
-PB SLAMS DOR

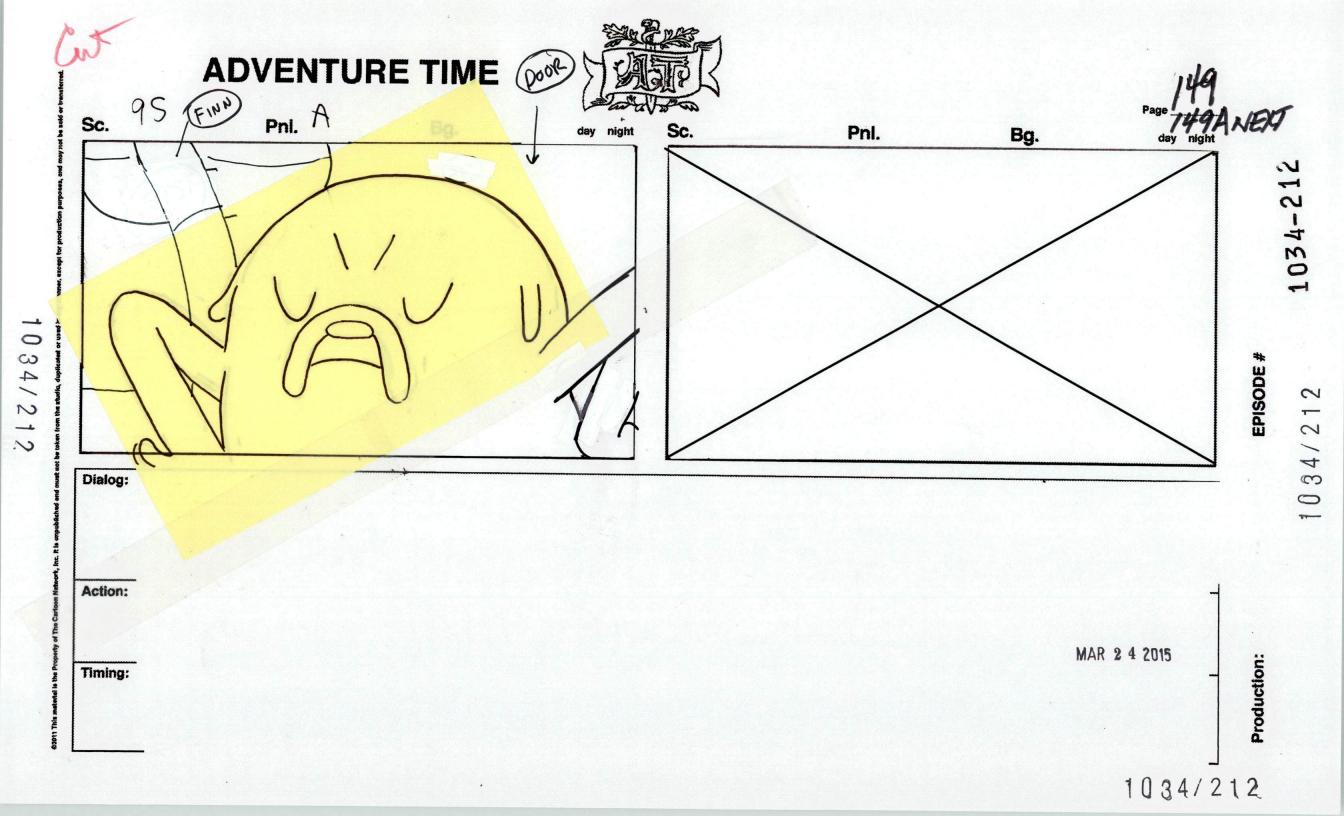
Timing:

MAR 2 4 2015

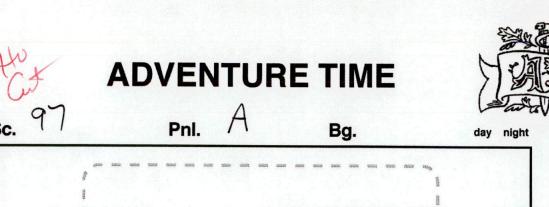
Production:

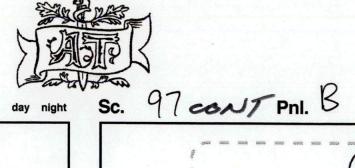
2

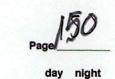


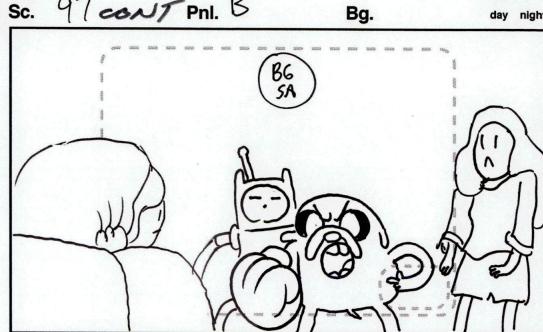


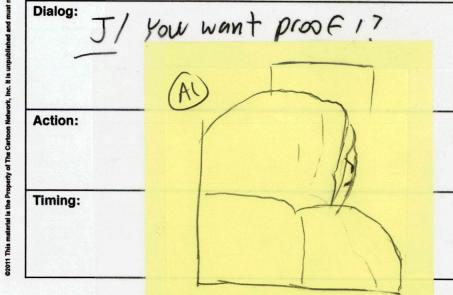
# **ADVENTURE TIME** Sc. 95 CONT PRIL B 96 Pnl. Bg. Bg. EPISODE # 034/21 Dialog: J/Yor think I'M buying that boom boom mountain?! Get some proof! Marceline/ ОН AU Action: MAR 2 4 2015 **Production:** Timing:









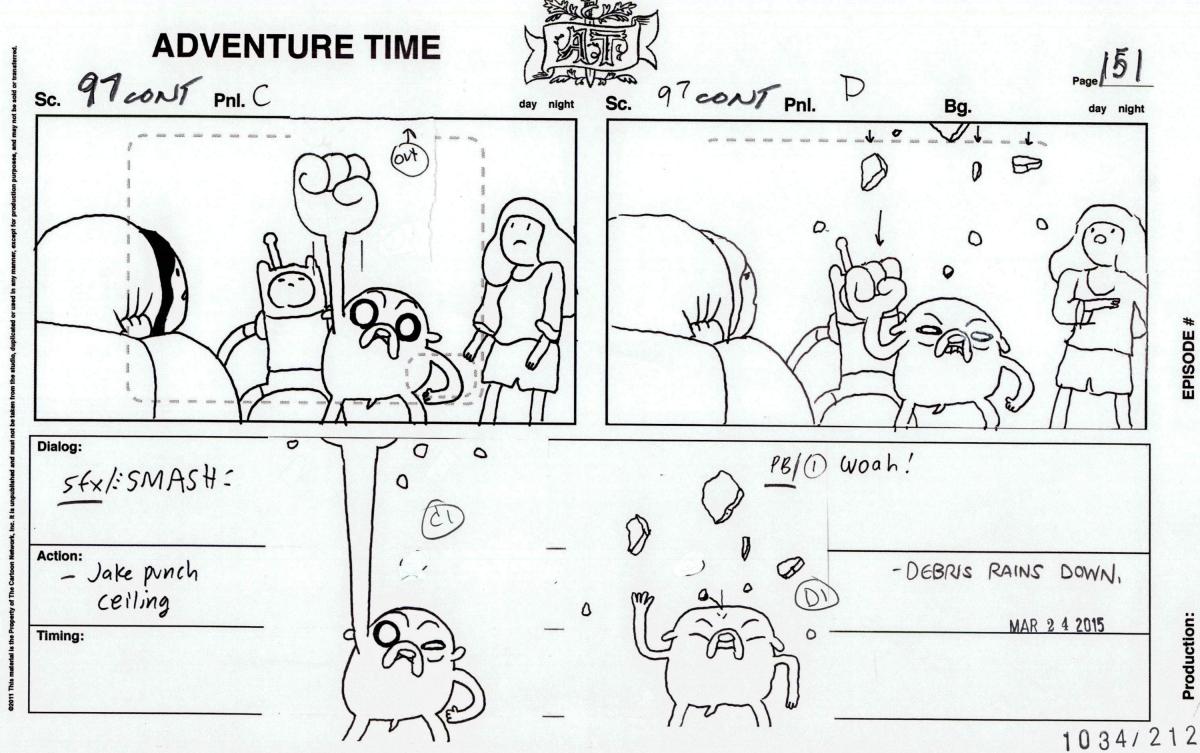


Takel Look!

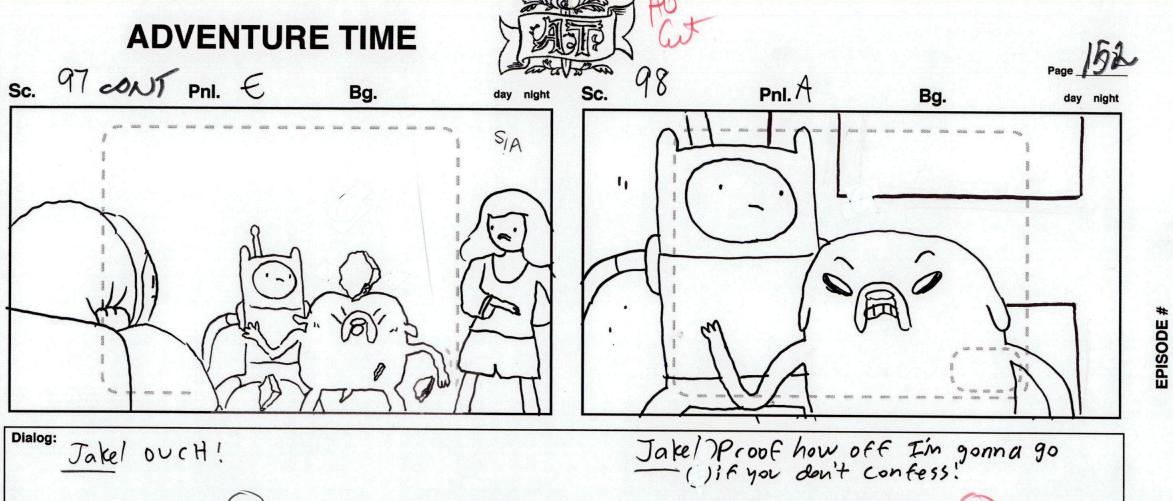
-J. HOLDS UP FIST.

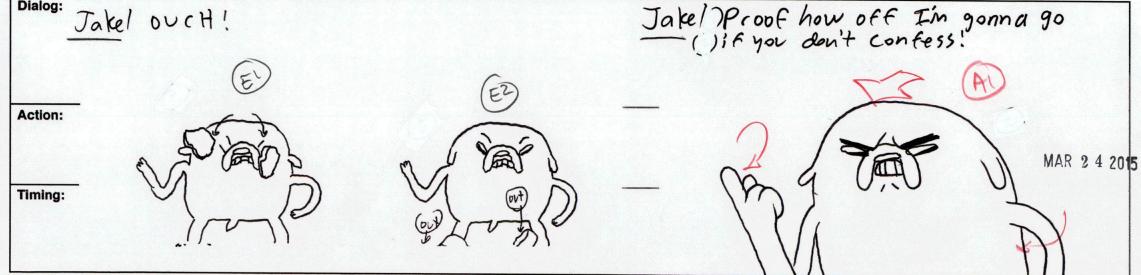
MAR 2 4 2015

Production:



EPISODE #





Production:

#### **ADVENTURE TIME**

Finn Yo chill Jake.



153 Page

day night

Sc. 98 CONT Pnl. Bg. day night Sc. Pnl. Bg.

1034-21

PISODE #

Production:

MAR 2 4 2015

Timing:

Action:

Dialog:

10

34/

21

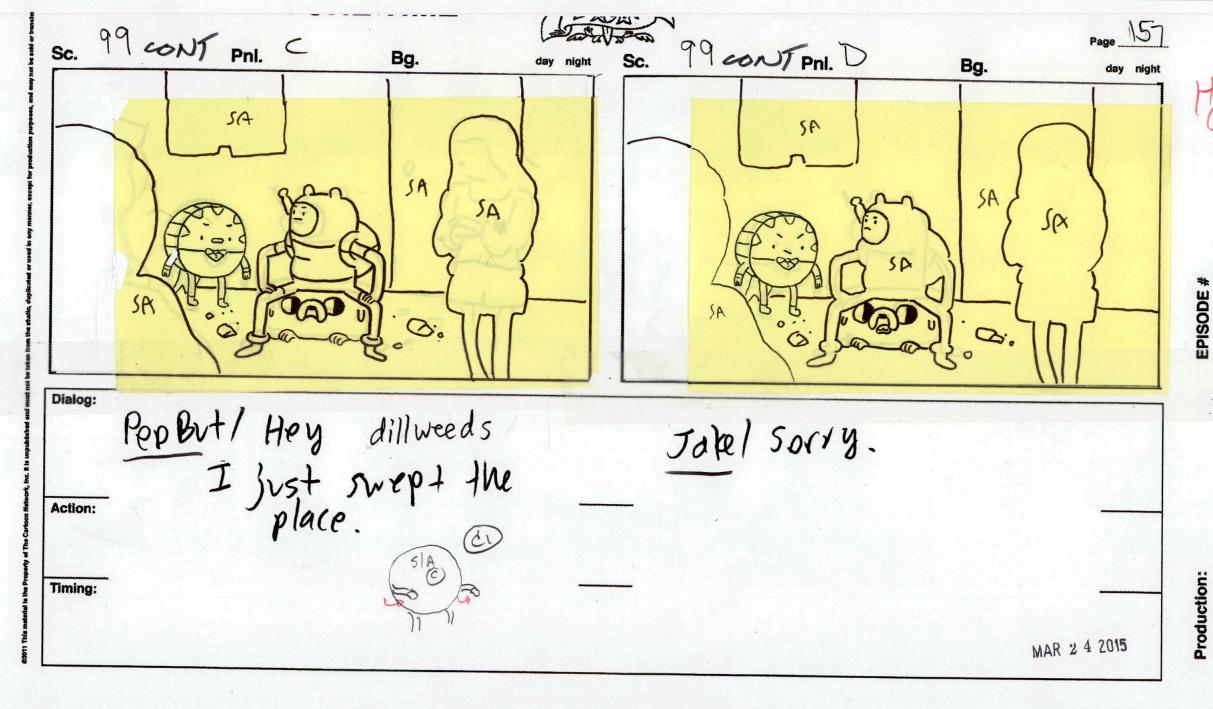
10

1034-5

EPISODE #

1034/21

roduction



100 Dialog: Action:

**ADVENTURE TIME** 

Bg.

Pnl. A



Sc. 100 CONT Pnl. B

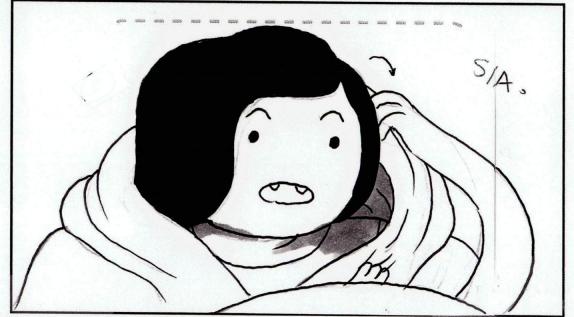
1034-212

(CV

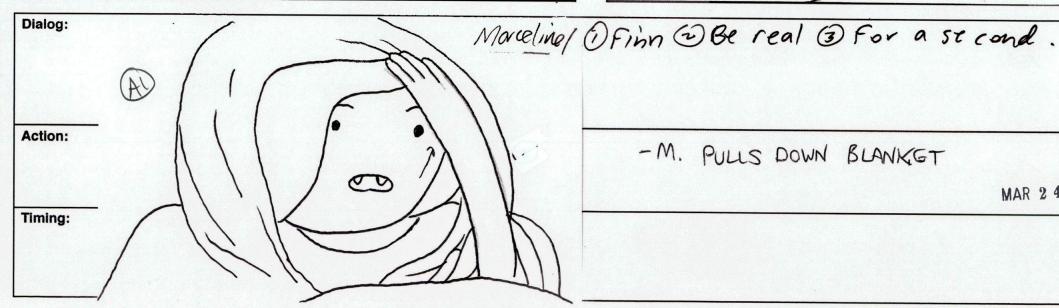
1034/21

**EPISODE**#





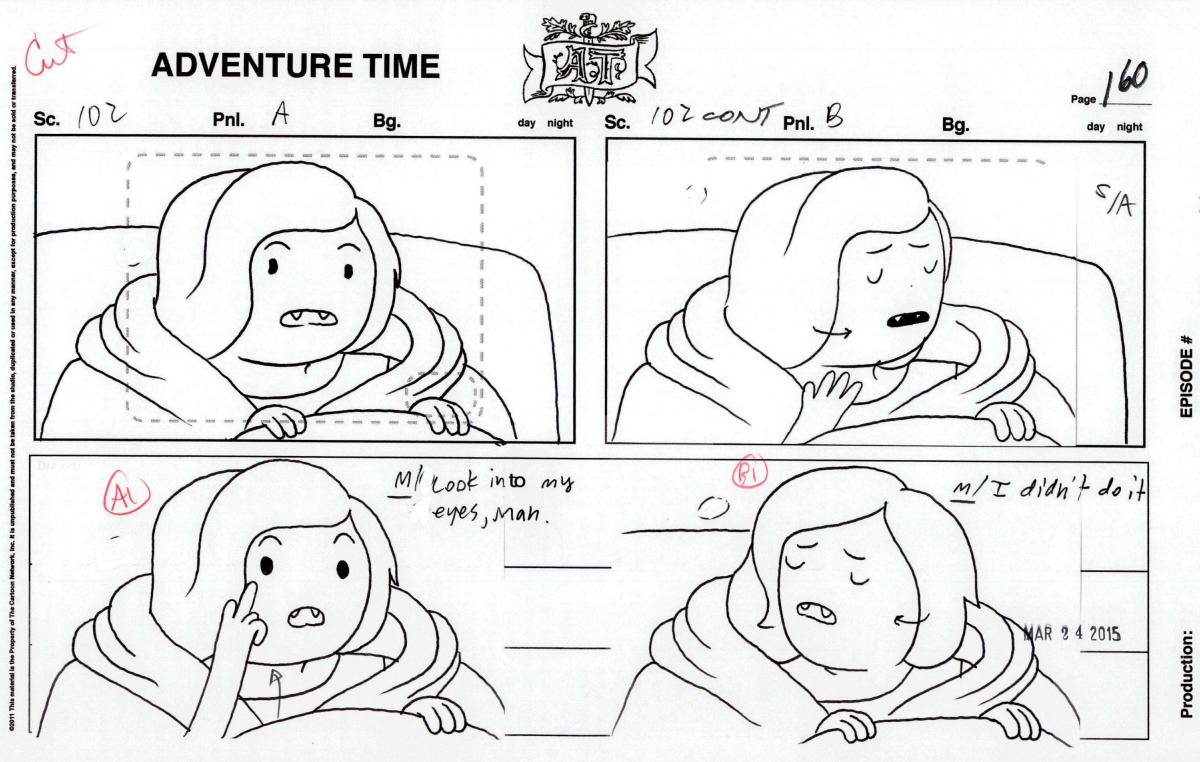
Bg.



-M. PULLS DOWN BLANKET

MAR 2 4 2015

Production:



Dialog:

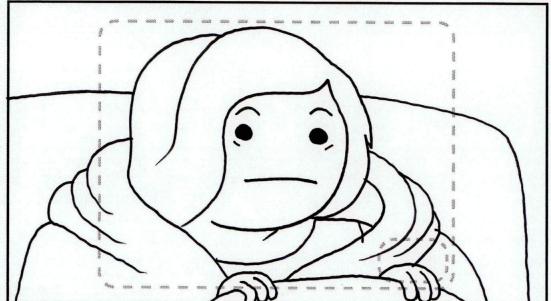
## **ADVENTURE TIME**

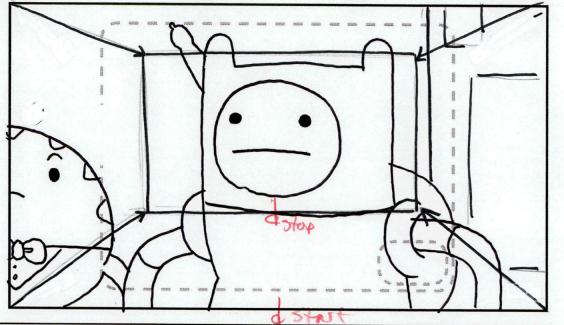
Bg.

Sc. 102 CONT Pol. C



Pnl. A Sc. 103





Bg.

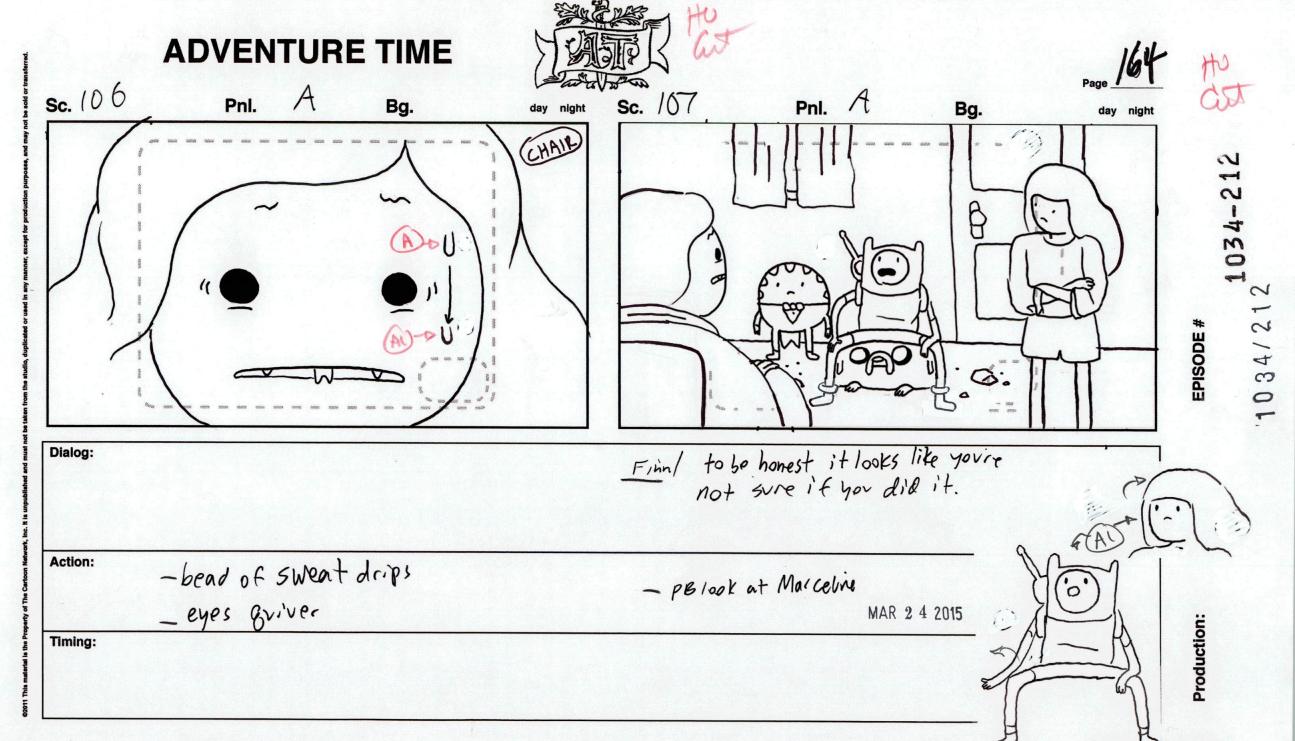
Action: Timing: truck IN

Truck in on Finn's Face Peppermint Butler glances back and forth

EPISODE #

1034/212

MAR 2 4 2015



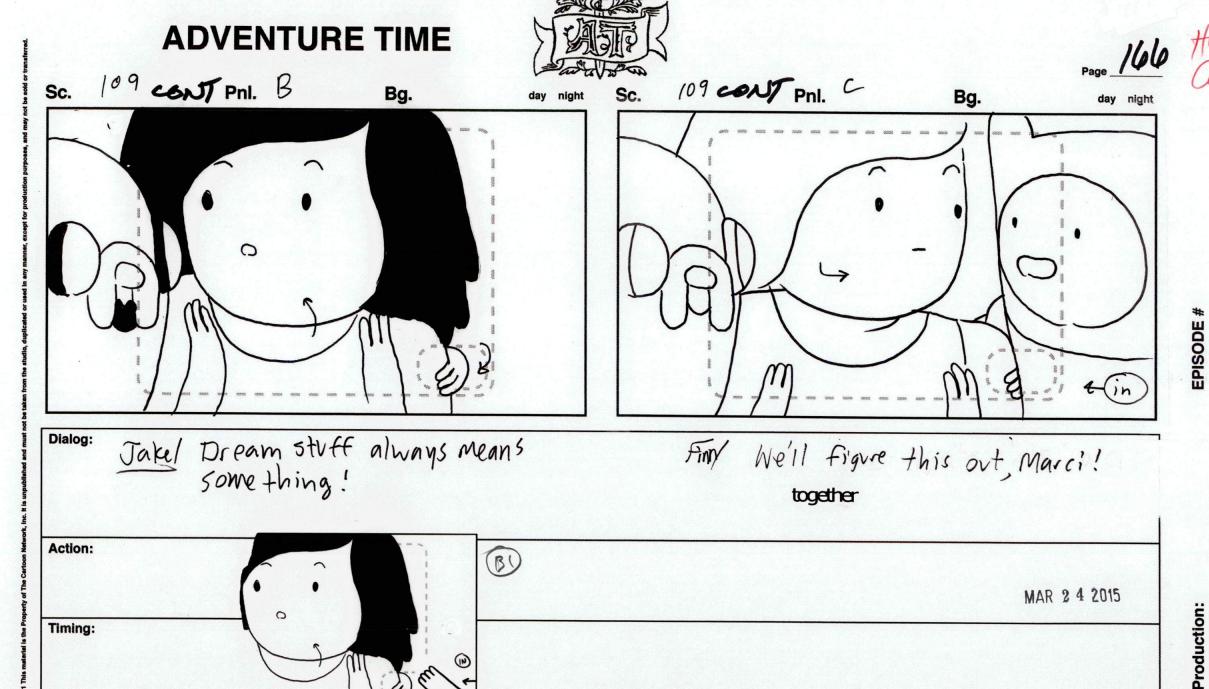
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## **ADVENTURE TIME**



Pnl. A 110 Bg.

110 COUT PAIL B

Bg.

EPISODE #

1034/21

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1 19	GH 1		

Finn/ We promise!

Marcelinel Thanks Finn.

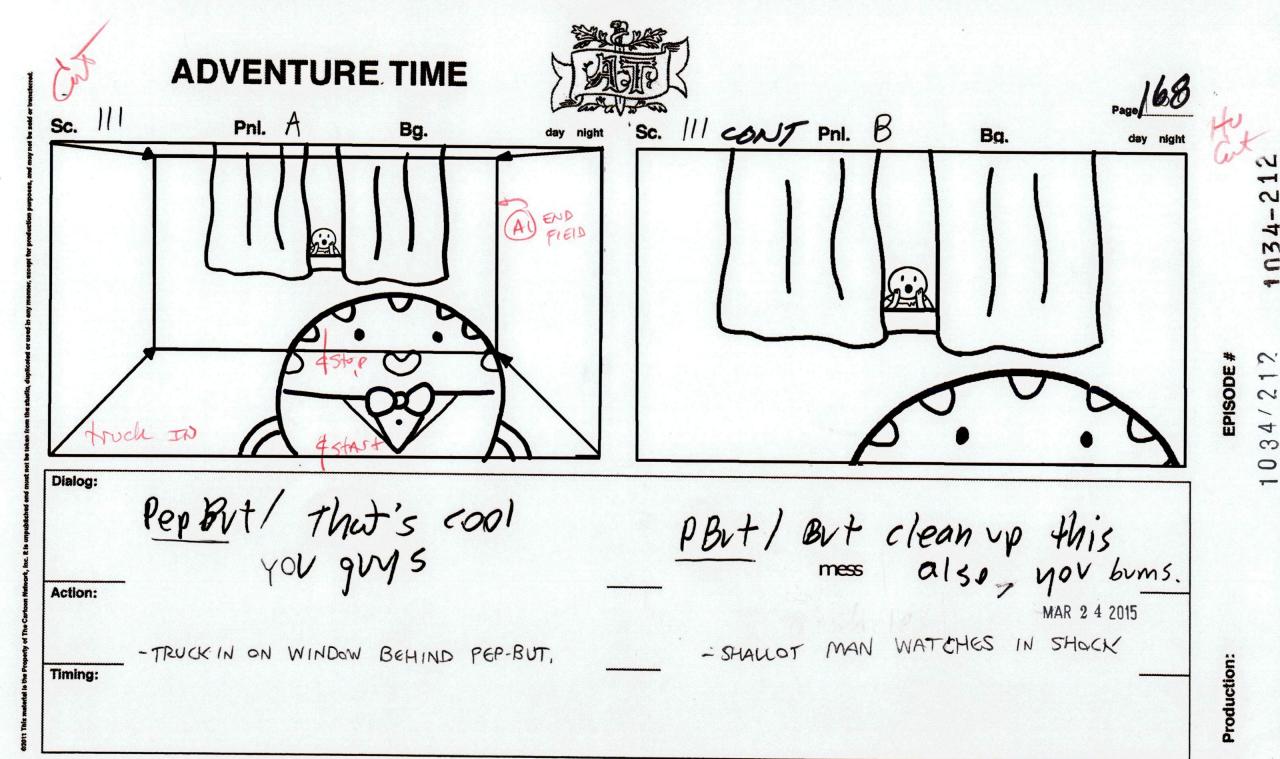
Action:

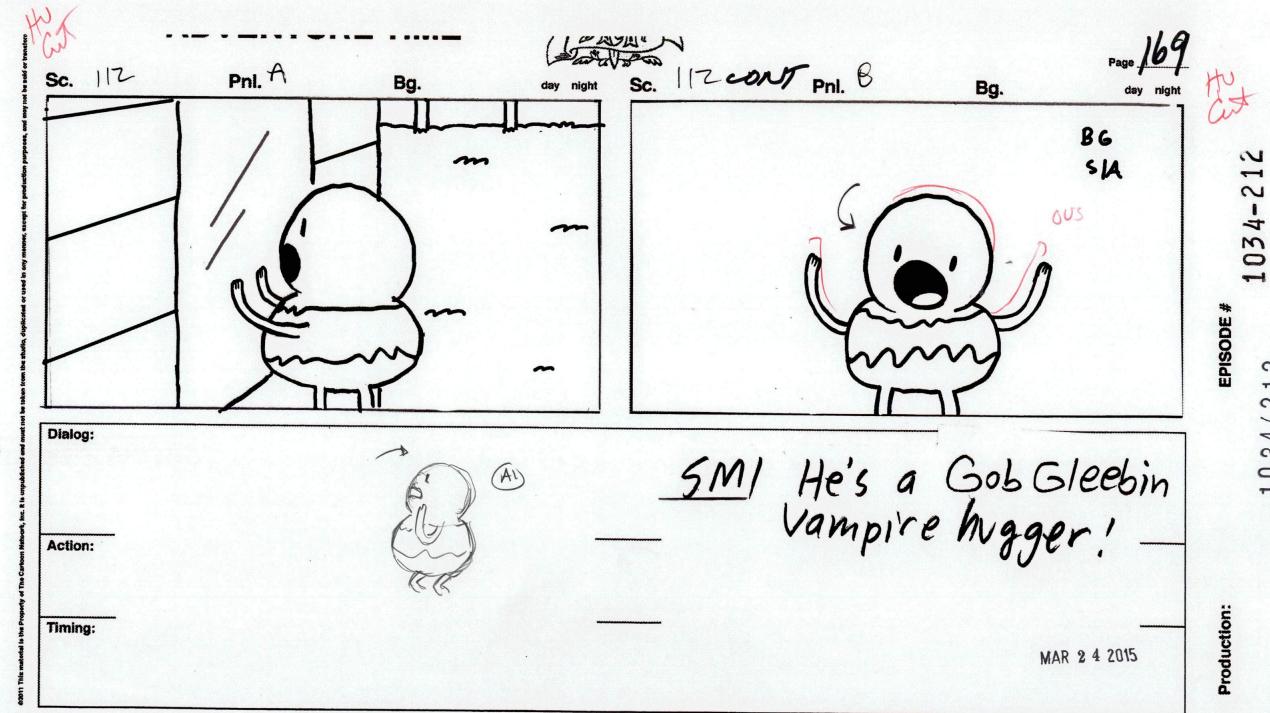
Dialog:

MAR 2 4 2015

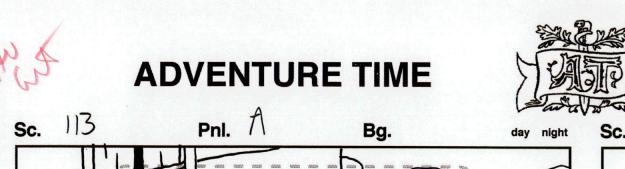
Timing:

Production:

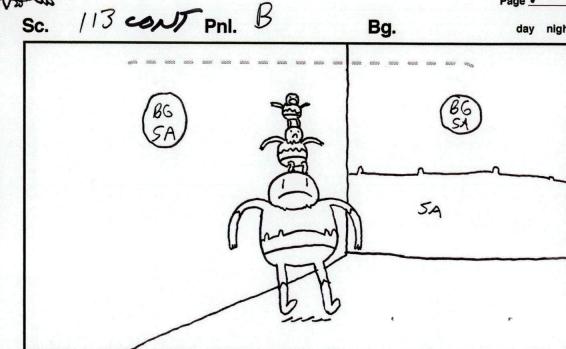


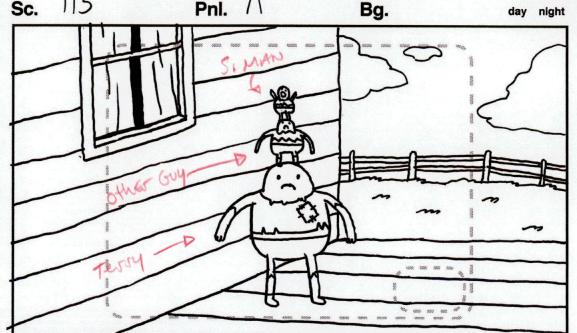


EPISODE #









Shallot Man/ We gotta tell the town! Dialog:

SM/ BOOK IT TERRY!

Action:

STACK OF VILLAGERS



MAR 2 4 2015

Timing:

nsferred.	ADVENTURI	E TIME		a River			Page 171	١ _
Sc.	113 cont Pnl.	Bg.	day night	ic. 114	Pnl. A	Bg.	day night	(m)
e taken from the studio, duplicated or used in any manner, except for production purposes, and may n	2000 20100 4000 20100 20	GG SA 1000 1000 1000 1000 1000 1000 1000 1		AS A S	2 5000 5000 5000 5000 5000 5000 5	1000 1000 1000 1000 1000 1000 1000 100	86	EPISODE# 1034-212
Dialog:				shallot Man/	9UN TERRY	RUNNN!!		•
Action:	-TERICY RUNS OF	F/5					MAR 2 4 2015	ion:

1034-212

EPISODE #

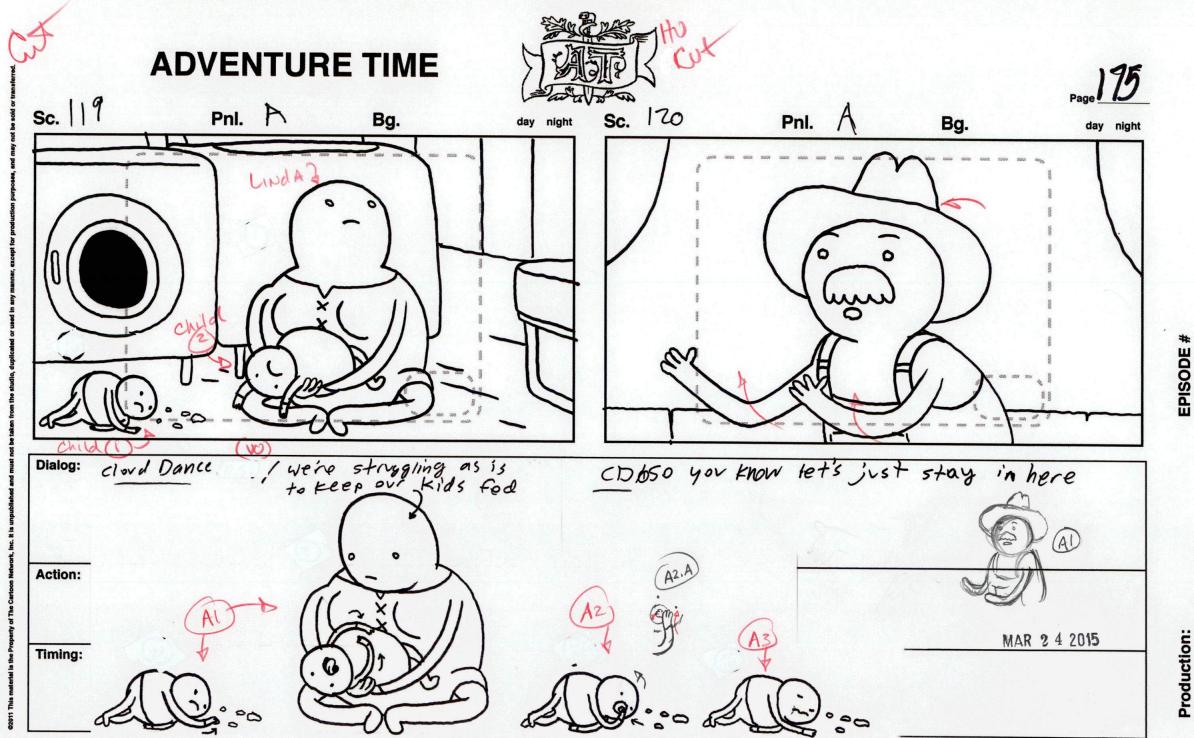
1034/212

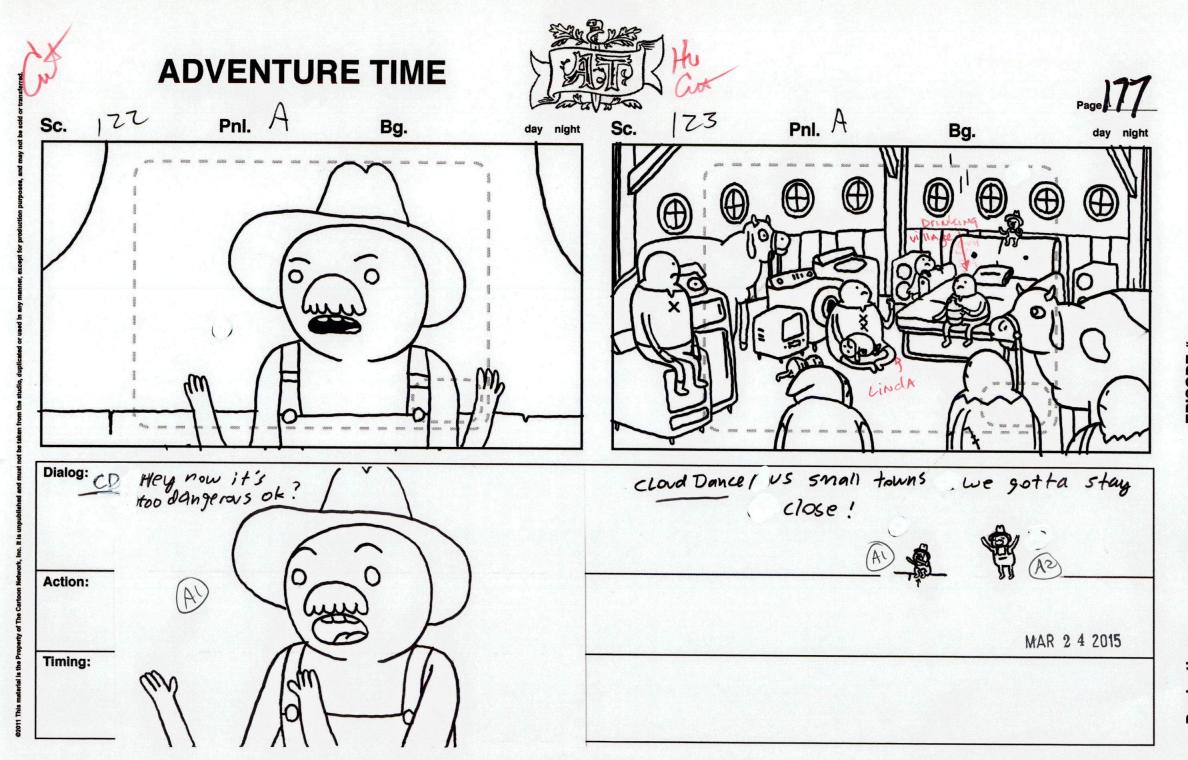
MAR 2 4 2015

1034,213

ADVENTURE TIME	THE REAL PROPERTY OF THE PARTY	Page 174	Cut
Sc. 17 CONT Pnl. B Bg.	day night Sc. 118 Pnl. A Bg.	day night	
			1034-212
Dialog:	CD/ We can't aff	p-d	
	to lose more livest	ock	
Action:	(A)		_
Timing:		MAR 2 4 2015	oduction:

1034-212



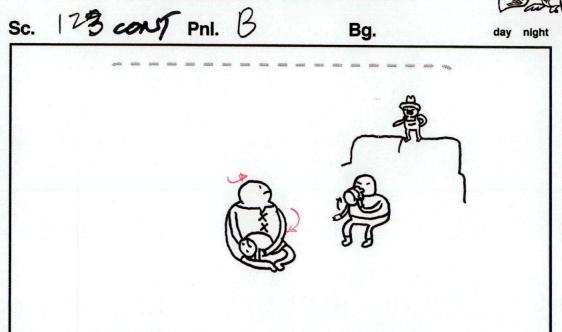


# Production:

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AD	ITI		TIA	
$\Delta III$		IKE		/





Pnl. Bg.

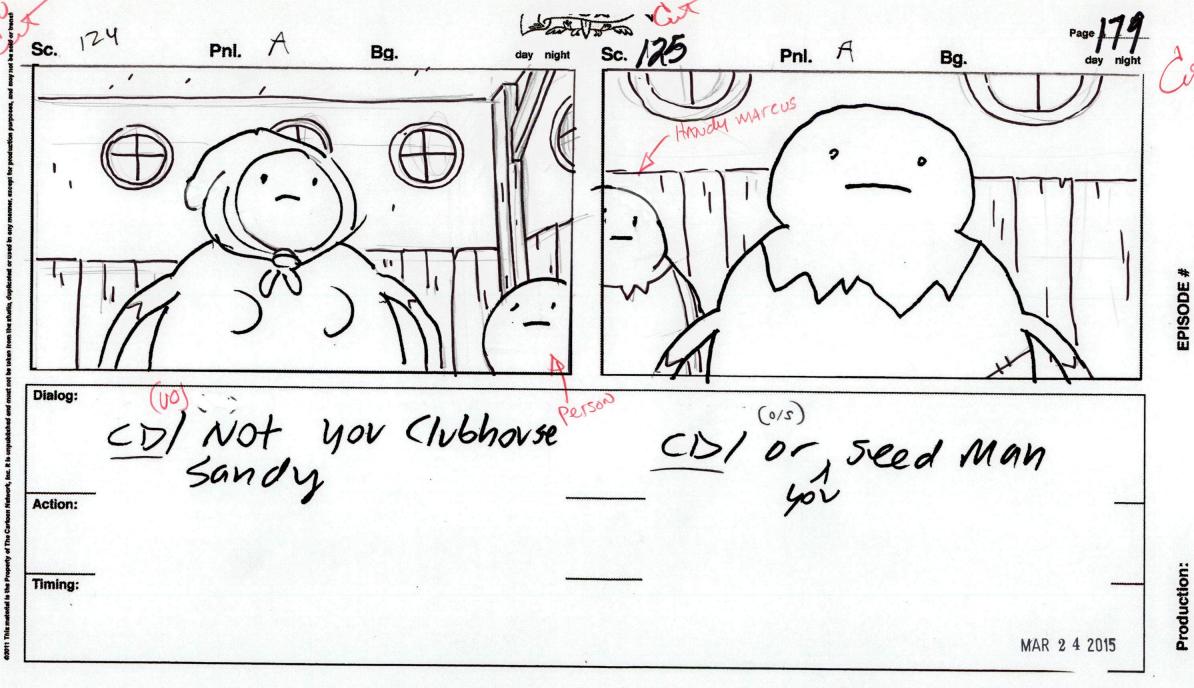
Dialog:	cD/Deach of vs and I can't	play a Guital role afford of you.

Action:

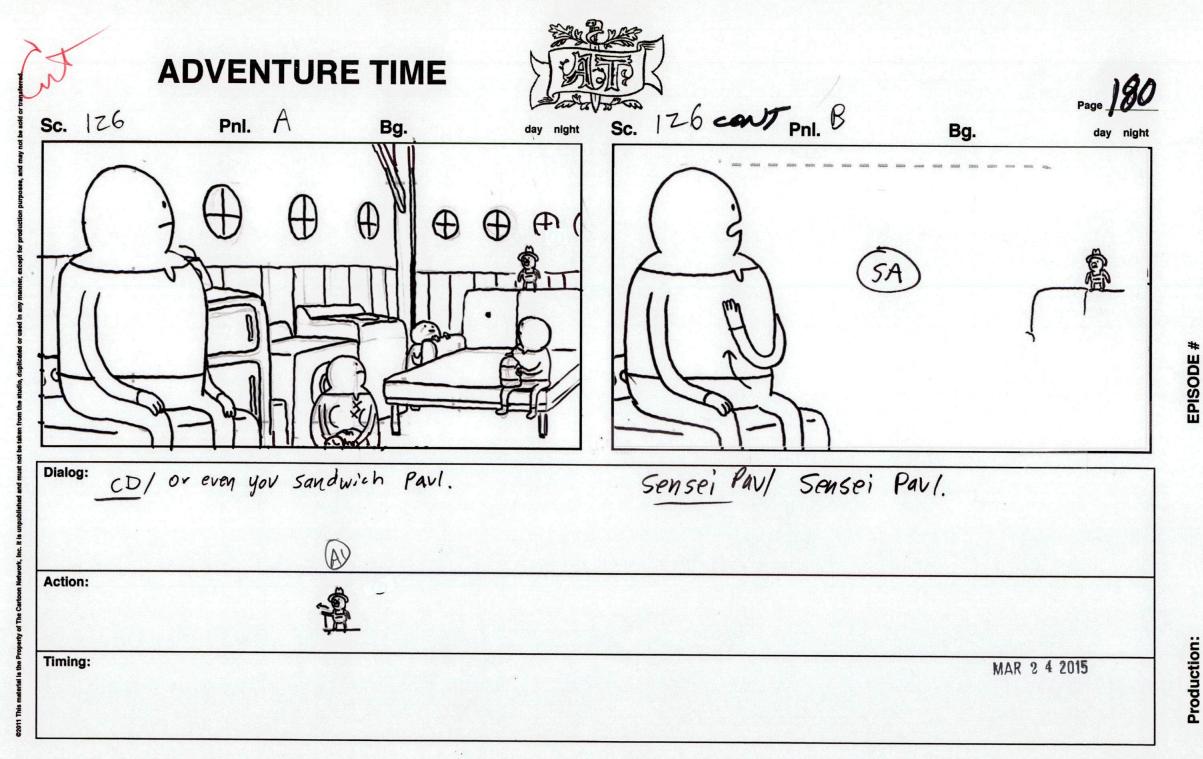


MAR 2 4 2015

Timing:



1034-212



Timing:

## **ADVENTURE TIME** Sc. 126 CONT Pol. ( Pnl. A 127 Bg. Bg. 9 CD/ Let's leave the fighting to the fighters oxay Paul? Dialog: sensei Paul / (Beat) Action:

Production:

EPISODE #

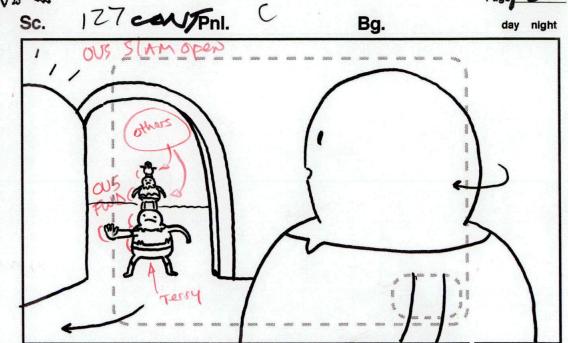
1034-212

MAR 2 4 2015



Page 182 M

Sc. 127 cold Pnl. B Bg. day night



Dialog: SP/ That hurts you don't know I teach Aikido.

sfx/2SLAM=

Action:

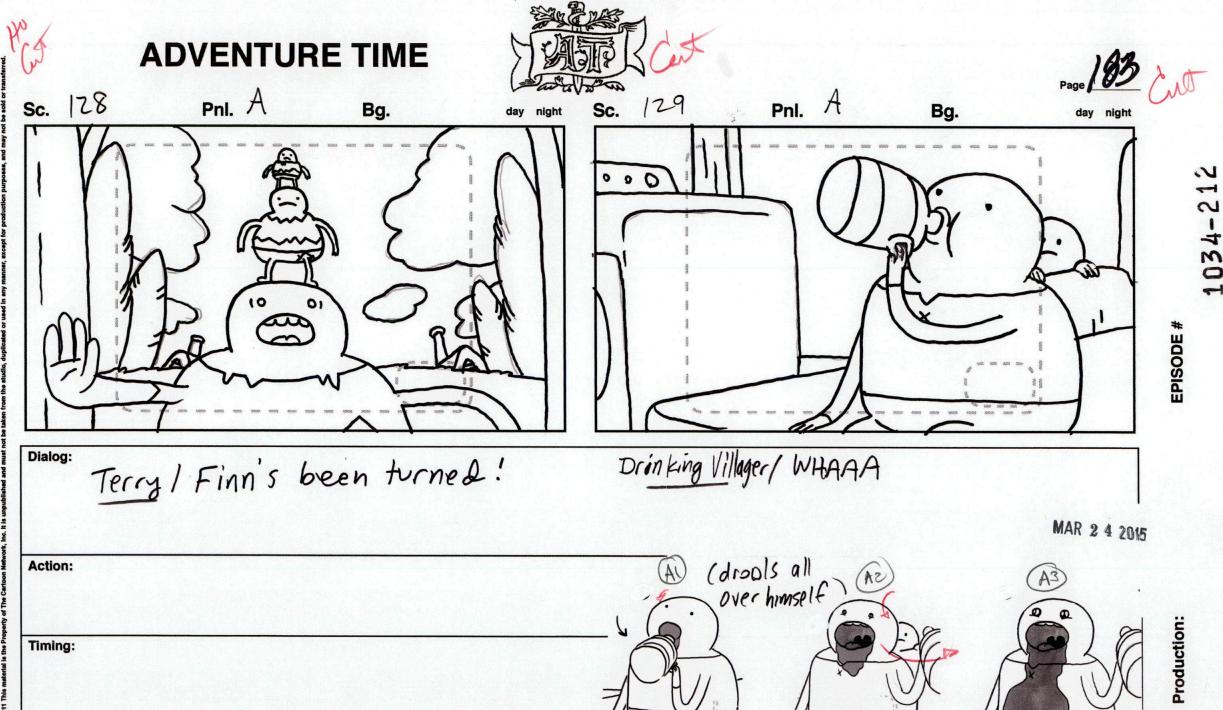
-TERRY THROWS OPEN DOOR,

MAR 2 4 2015

Timing:

Production:

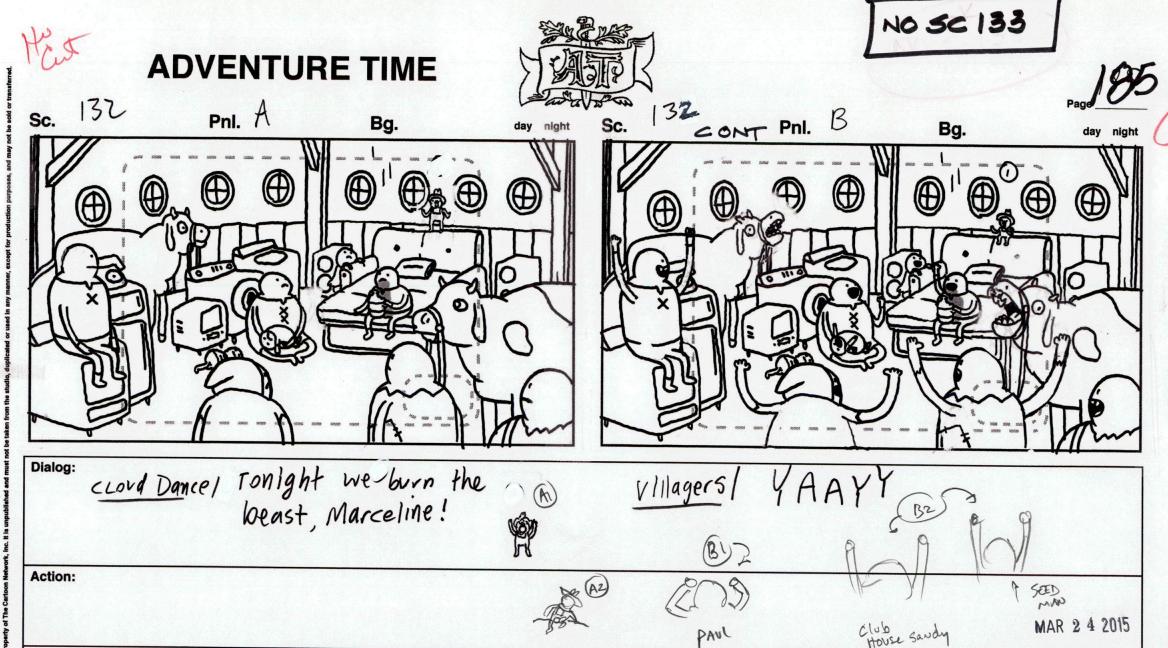
EPISODE #



Production:

Timing:

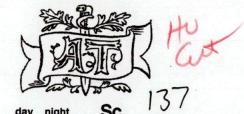
**EPISODE**#



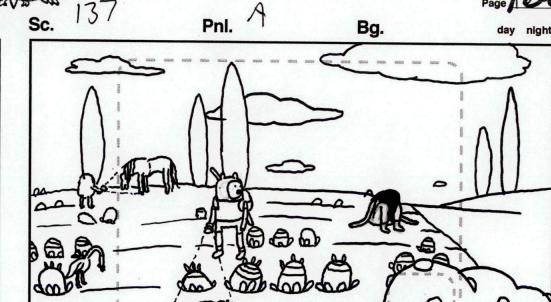
1034-212

EPISODE #

Production:

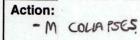


Sc. 135 CONT Pol. Bg. BGI



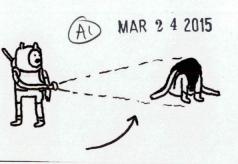
Dialog: M/ \_' WOOF! The end.

Finn / You should a hung back with PB.



-F Shine light on Marceline





Production:

**EPISODE**#

1034-212

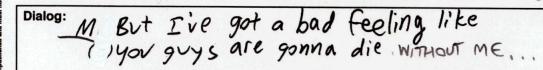
**EPISODE**#

#### **ADVENTURE TIME**



138 A Pnl. Sc. Bg.

Pnl. A Bg. A.

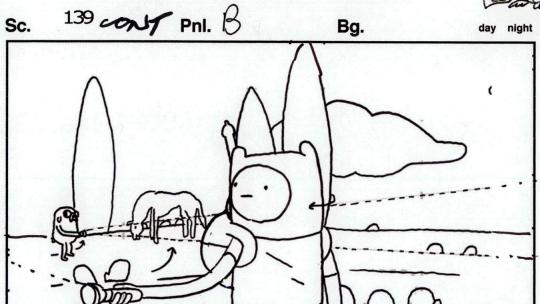


Finn Dang Marci have some faith, Jeez.





Production:





Dialog:

Action:

Timing:

**ADVENTURE TIME** Pnl. A Bg. Pnl. Bg. EPISODE # Dialog: Action: - flashlight skirt across grass MAR 2 4 2015 Production: Timing:

Bg.

Pnl.

141 const Pnl. B

Bg.

EPISODE #

1034/21

Cont Pan W/ Dx light

Action: - flashlight skirt across grass

- LIGHT FALLS UPON COW AND VAMPIRE CREATURE BENT OVER ITI

MAR 2 4 2015

Timing:

Dialog:

Sc.

Production:

Bg.

Sc. 141 cont Pnl. C



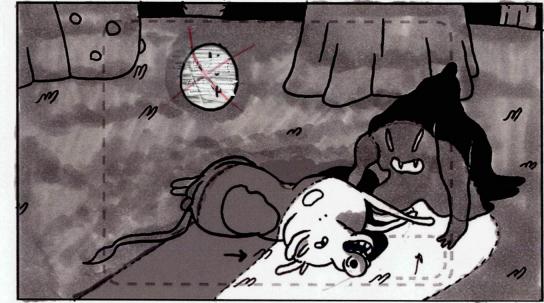
Page 192 NEX

Sc.

141 cont Pnl.

Bg

TI NEX



Dialog:

cowl MOO!

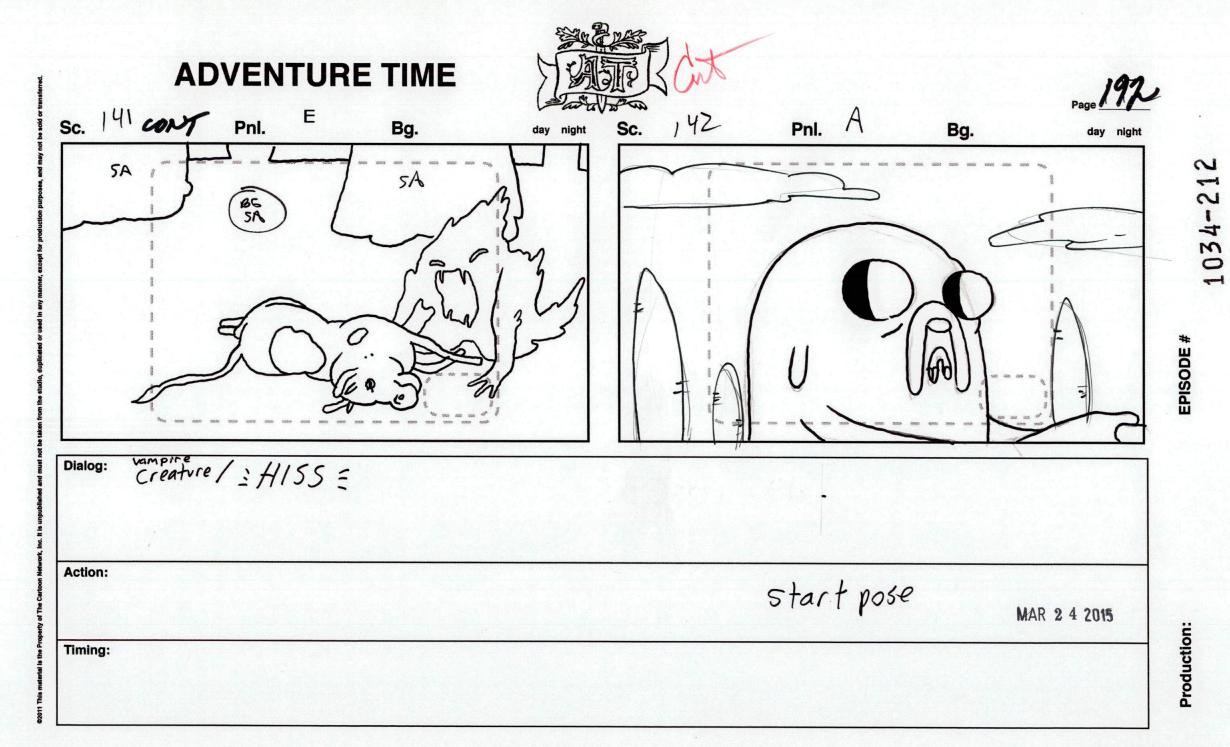
Action: - flashlight skirt across grass

- LIGHT FALLS UPON COW AND VAMPIRE CREATURE BENT OVER ITI MAR 2 4 2015

Timing:

Production:

EPISODE #



	~~	
)		(
		(

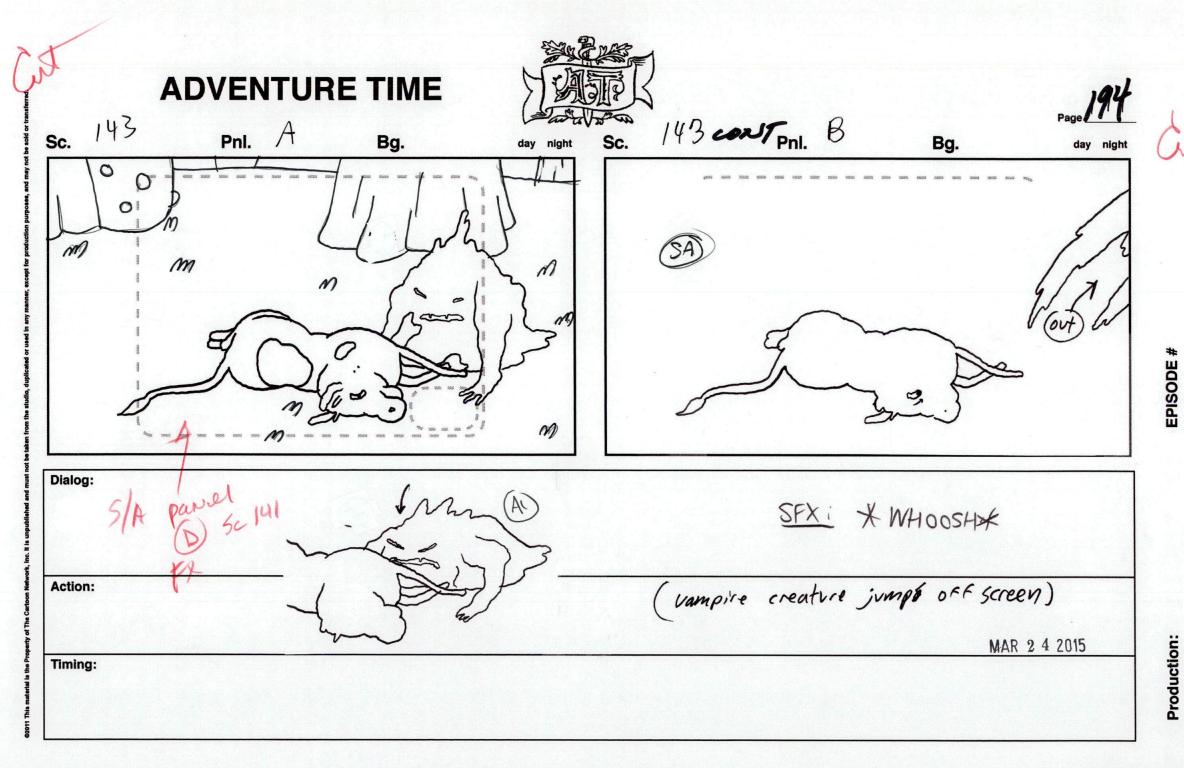
			Page 193
day night	Sc. 142 cart Pnl. C	Bg.	Page day night

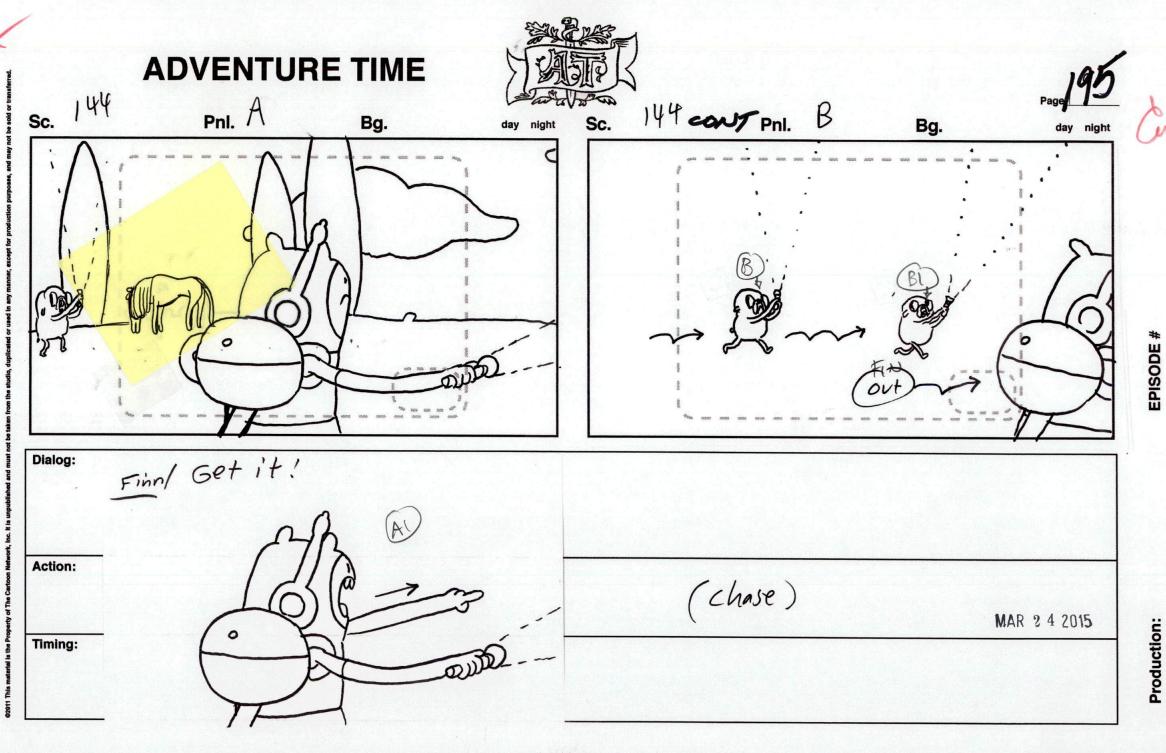
Dialog:	Jake/ (High pitched screech)	
Action:	hands fumble with flashlight	
Timing:		MAR 2 4 2015

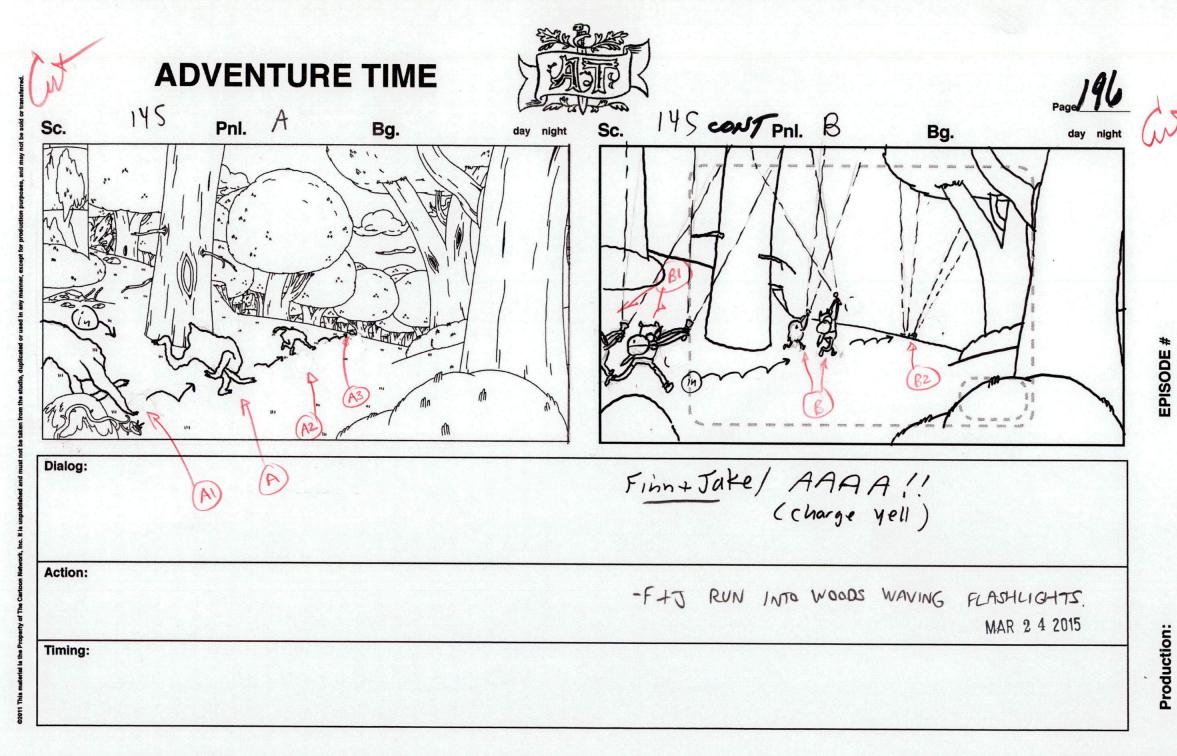
Bg.

Sc. 147-CONT Pol. B

Production:









Page | 97

Sc. 146
Pnl. A
Bg. day night

Sc. 146 cont Pnl. B Bg. day night

Dialog:

F+J/ AAA //

Action:

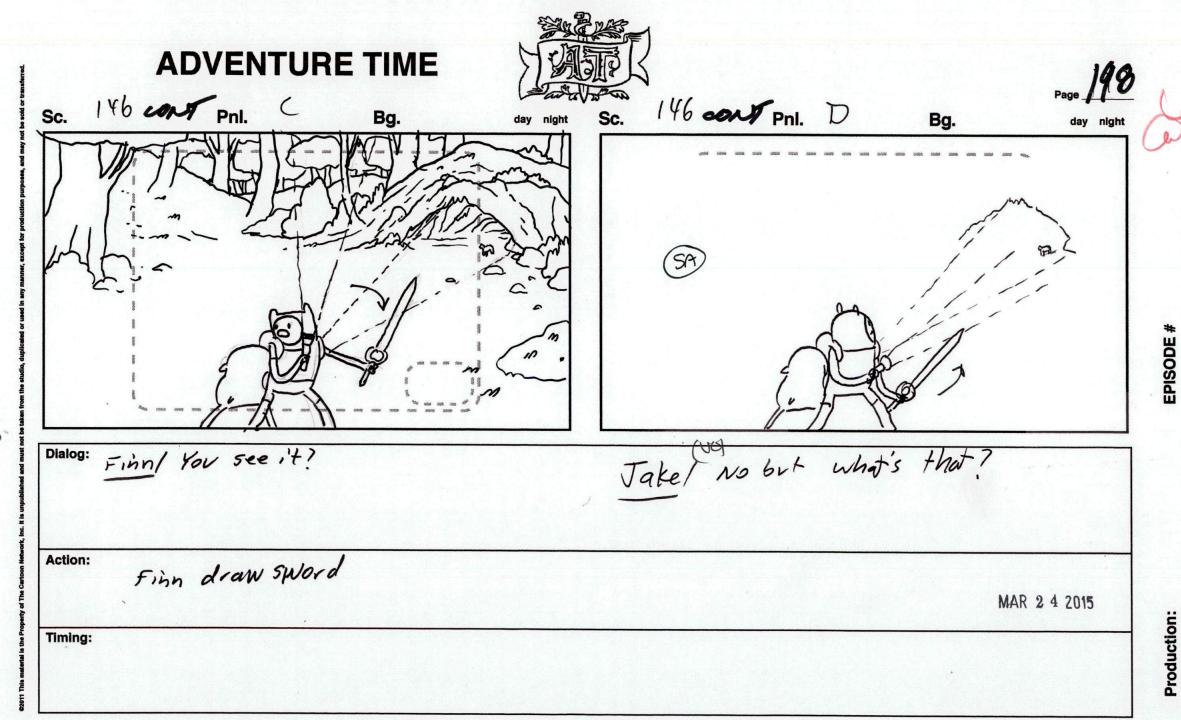
Timing:

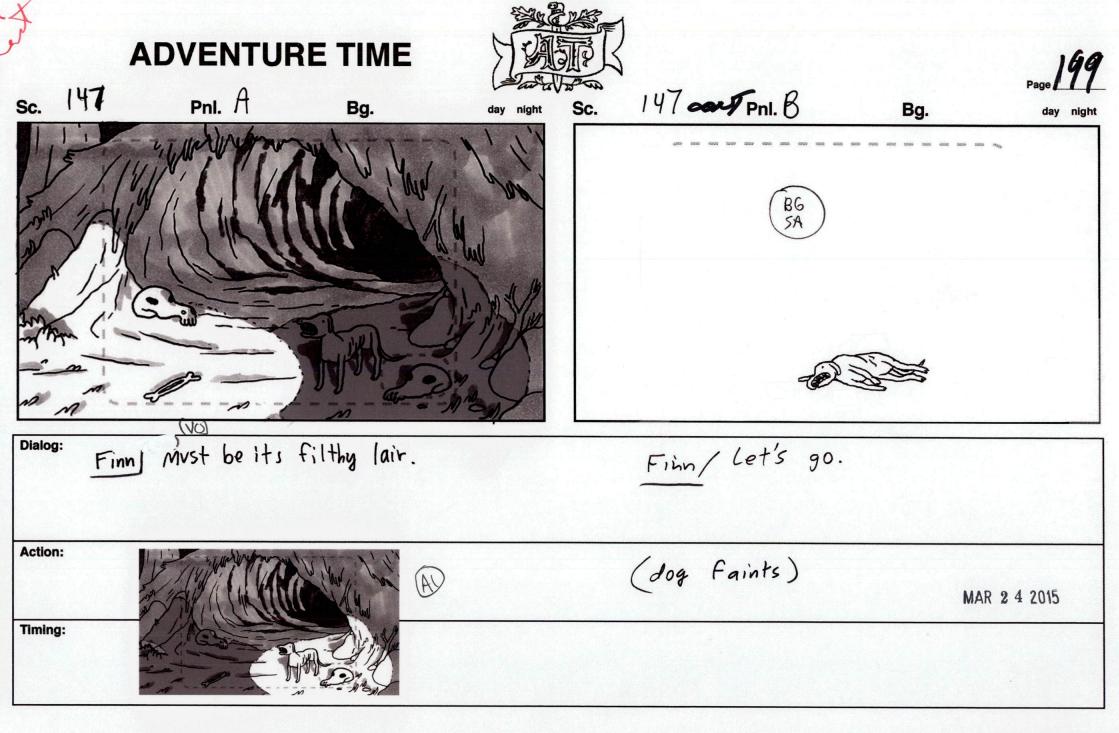
MAR 2 4 2015

Production:

EPISODE #

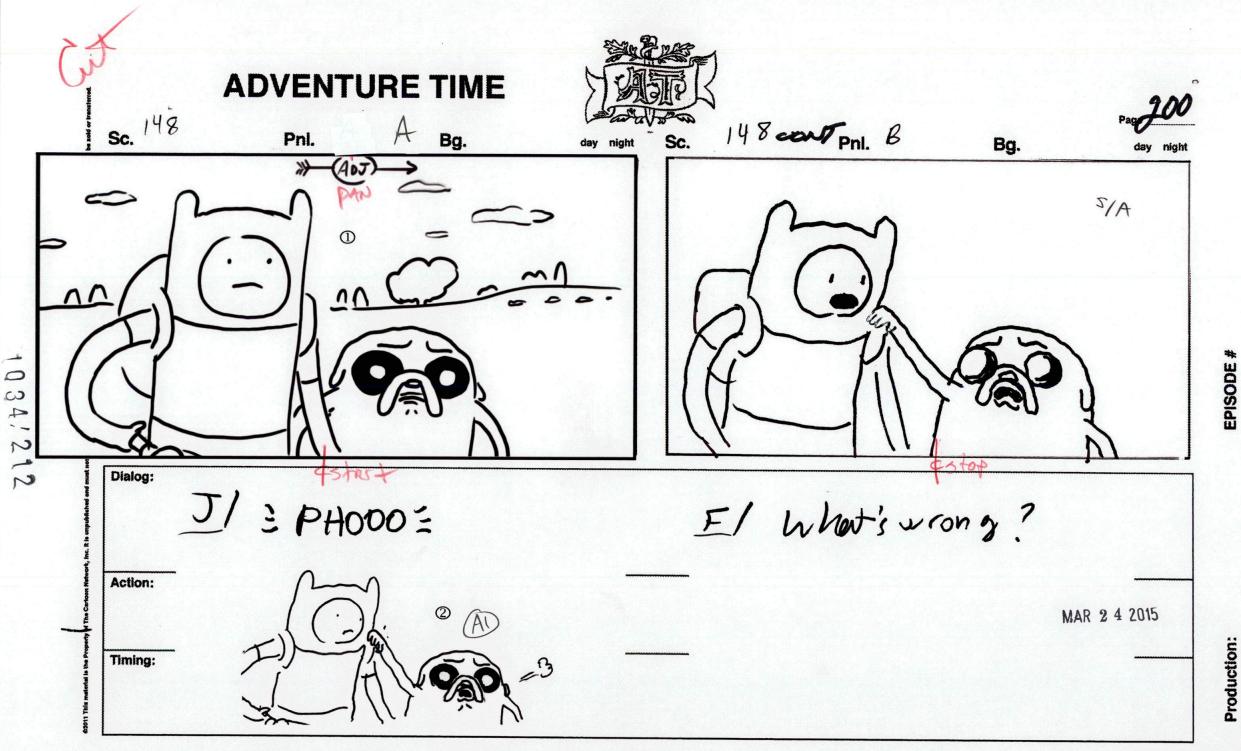
1034/212





Production:

**EPISODE**#



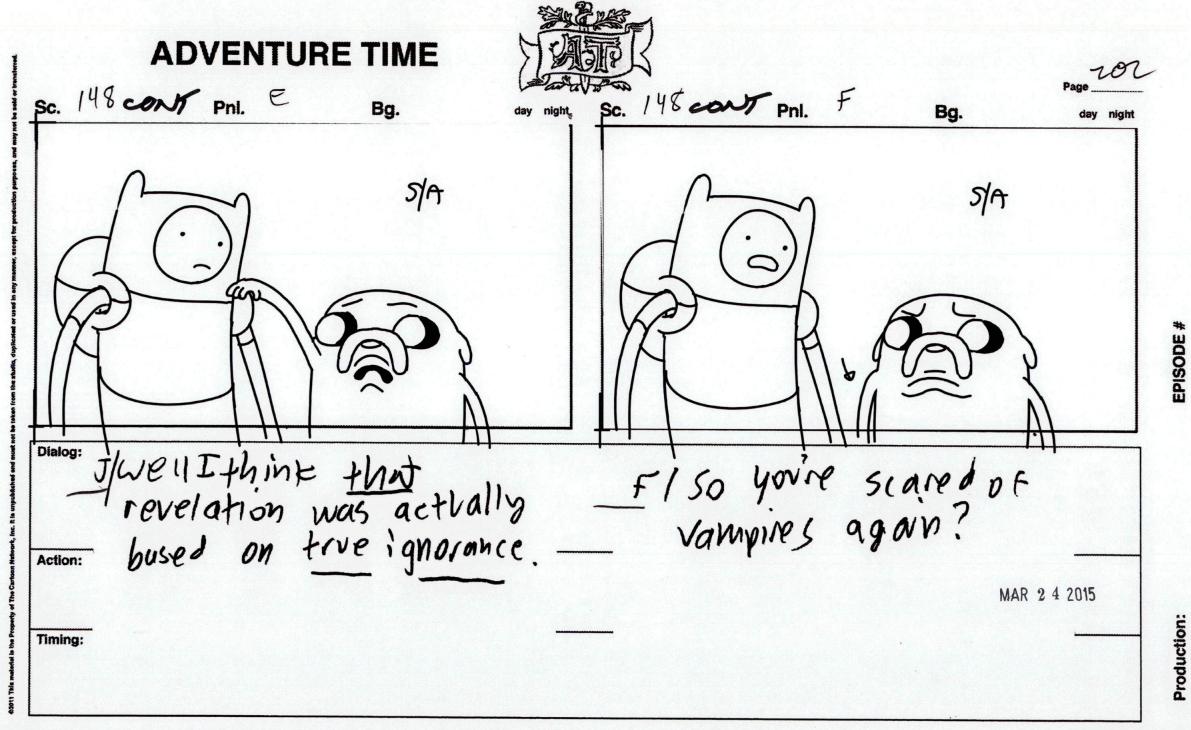
**Production:** 

1034-212

2

1034/21

EPISODE #



Sc. 148 CONT Pnl. 5 Bg.	day night Sc.	Pnl.	Bg.	Page 203 No PG 204 day night
5/A				
J/Yeah man don't be ignorant.  Action:			M	AR 2 4 2015

Timing:

to			Rewur 202		
U	ENTURE TIME	TANK!			209
Sc. 149	onl. A Bg.	day night Sc.	149 cont Pnl. B	Bg.	day night
200 Jan 100 Ja		The state of the s	B 300 100 100 100 100 100 100 100 100 100	SIN	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Dialog:			Finn/ come on		
			Jake / Okay but I'm 9 your shirt.	onna hold on to	
Action:	start pose)		Jake holds on to F	inn's shirt	

Production:

**EPISODE**#

1034/212

1034/212

MAR 2 4 2015

ADVENTURE TIME	TARRE	the of		206
Sc. 149 con Pnl. Bg.	day night SC.	Pnl.	Bg.	day night
100 200 100 100 100 100 100 100 100 100		100 000 0000 0000 00000 00000 00000 00000	2000 1000 1000 2000 2000 2000 2000 2000	
Dialog:  Action:				
			MA	R 2 4 2015
Timing:				

1034/212

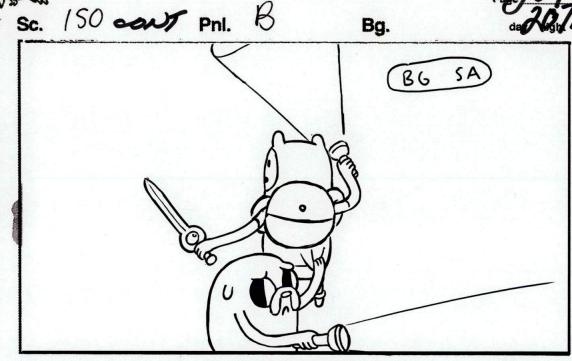
EPISODE #

Production:





150 Pnl.



Dialog:

E(whisper)/Look at ...
these poor babies

Flwhot's ...

Action:

MAR 2 4 2015

Timing:



Sc. Pnl. Bg. day night Sc. 150 and Pnl. (Bg. 3A)

Dialog: Fir. Happening to them?

Action:

Timing:

oduction

EPISODE #

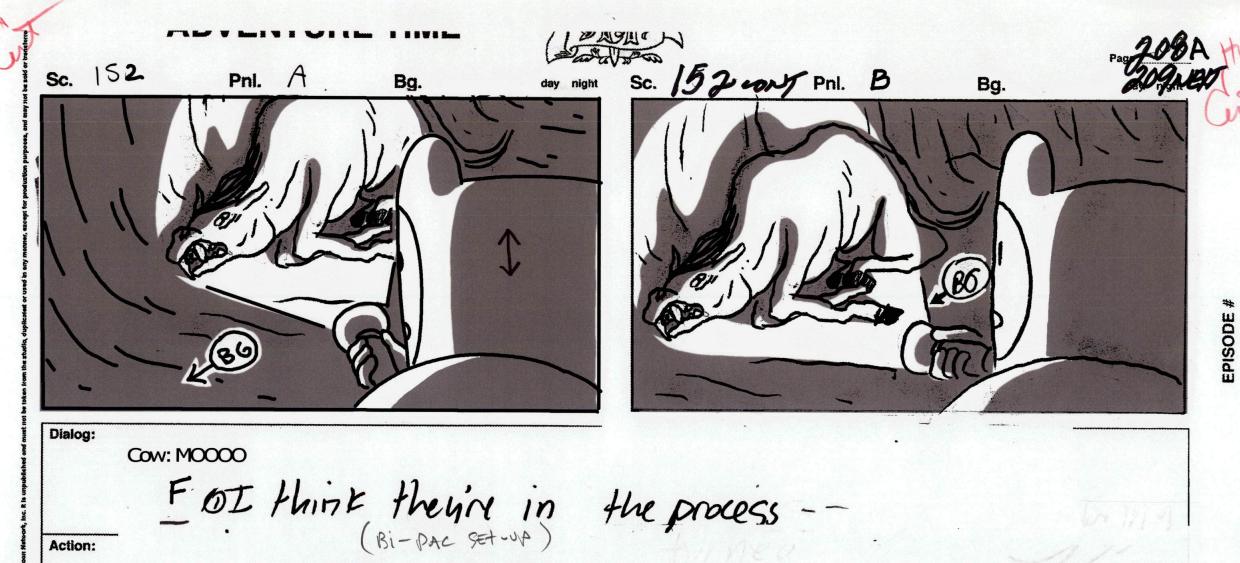
MAR 2 4 2015

EPISODE ,

Action:

Timing:

FIN LEVEL W) Step Cycle



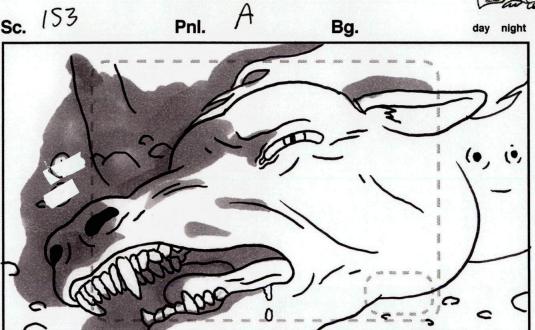
Anim/ BG TWD's can w/w step agels

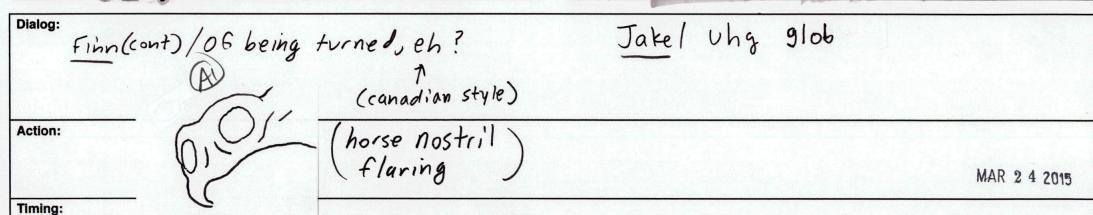
MAR 2 4 2015



154

Pnl. A Bg.



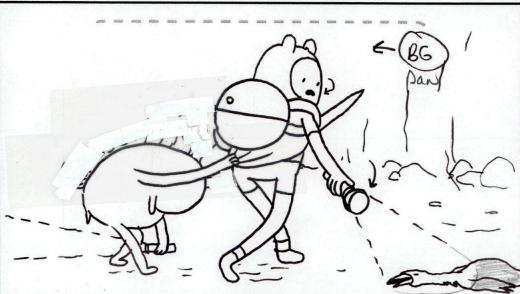


Production:



154 cont Pnl. B Bg.

154 cont Pnl. C



Bg.

Dialog: Jake (cont)/something big just dropped in my gut.

Final Hang in there bro

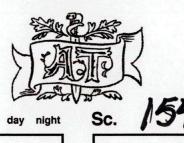
Action:

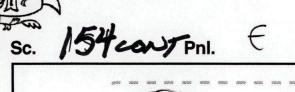
MAR 2 4 2015

Timing:

Production:

# **ADVENTURE TIME** 154 cont Pol. D Bg.







Bg.

2

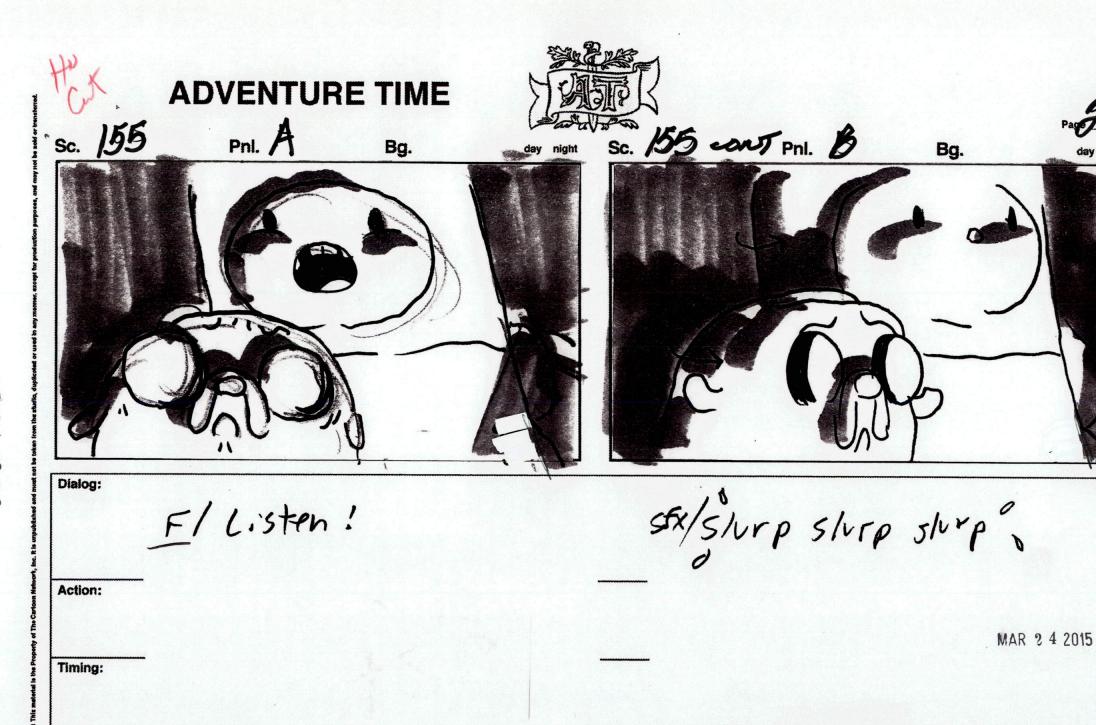
**EPISODE**#



Jake/ I can't be here man'it's too real. Action: (increasing sound of sucking noise

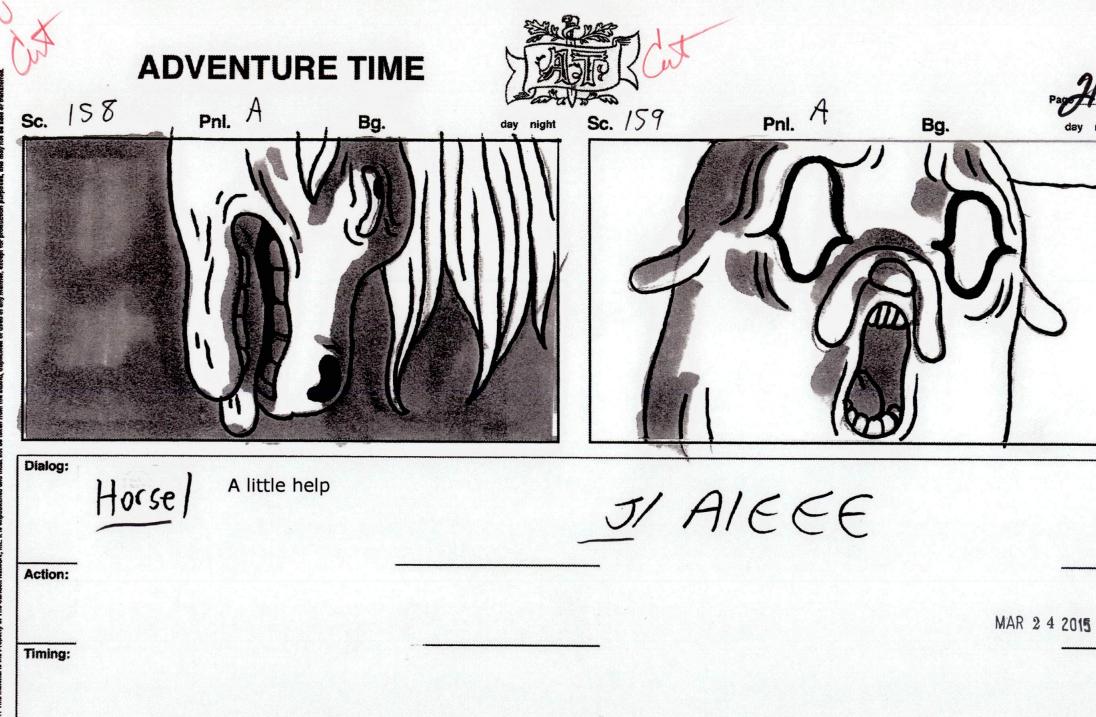
Timing:

Dialog:



1034/212

**Production:** 



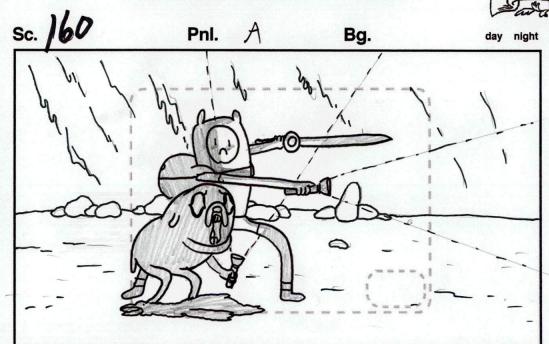
1034/212

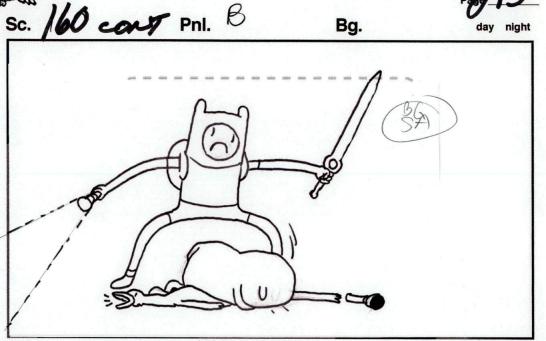


**EPISODE**#

1034/21

Production:





Dialog: Jake / (cont) (scream)

Goose / = HONK ! =

Action:

Jake faints, FALLS ON GOOSE.

Jake's flashlight goes out

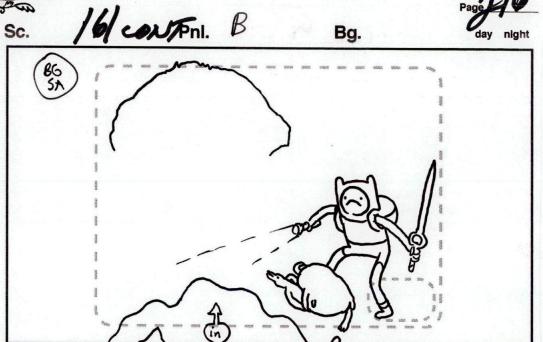
MAR 2 4 2015

Timing:





Pnl. A Bg. Sc.



Dialog: vampire creature 1 = H155!: Final Jake !! Action: -VC SCUTTLES PAST FINN

MAR 2 4 2015

Production:



Sc. 162 cont Pnl. C Bg. 86 5X

Sc. /6/ cart Pnl. Bg. BOSA

Dialog: Final Hey!

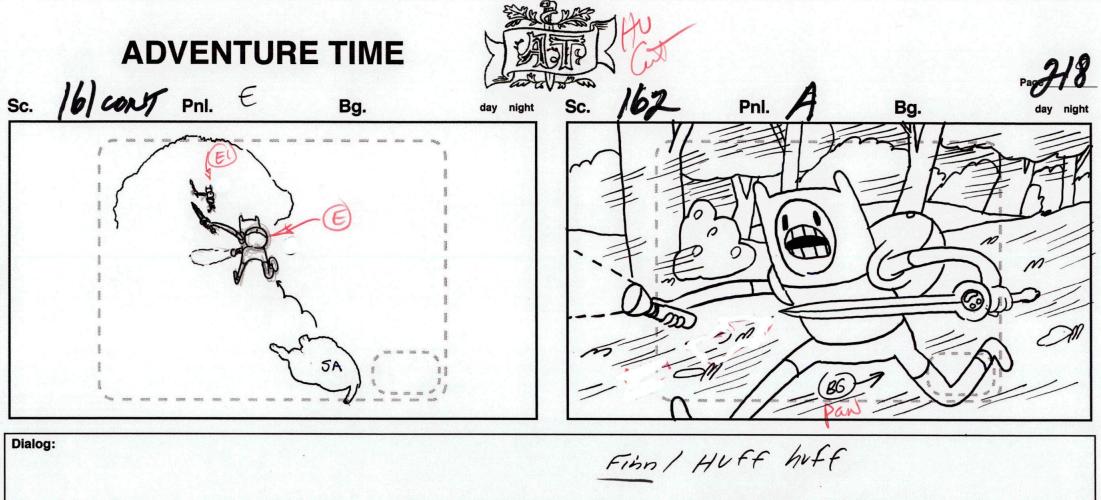
Finnl get back here!

Action:

MAR 2 4 2015

Timing:

Production:



Action: - f. RUNS OUT OF CAVE,

Timing:

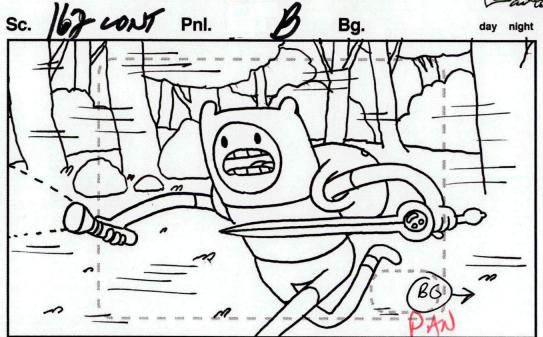
Production:

1034/212

MAR 2 4 2015







Pnl. Bg.

Dialog: Finn/HUFF HUFF

Action:

Timing:

Production:

**EPISODE**#

1034/212

MAR 2 4 2015

Sc. 163	ADVENTURE TIME	TIMENT !		Page 236 day night
	Clove donce B		AI) AII (	
Dialog:	L · · · · · · · · · · · · · · · · · · ·	Pan w/	300 000 000 000 000 000 000 000 000 000	1 000 1000 g 1 000 g 1
Action:				
Timing:		•		MAR 2 4 2015

ADVENTURE TIME	H
Sc. 163 cont Pnl. Bg. day night Sc. 164 Pnl. A Bg. day	night
Dialog: Film/ Dang. Lost him.	EPISODE #
Action:  MAR 2 4 2015	tion:
	Production:

EPISODE #

Production:

ADVENTURE TIME	
Sc. 164 cont Pnl. B Bg. day nig	ht Sc. 184 cars Pnl. C Bg. day night
Dialog: - 1 Marci you still out here 71	cloud Danco/ Slaic still out hose alright

close vance / sue's still out here alright.

Action:

MAR 2 4 2015

Timing:

164 cons	Pnl. D	Bg.	day
		4001 July 1003 4004 May 3000 4004 A	
oons needs 2		2	
		f	
	_^	V _	19 0000 V
20000		W	

Dialog: Finn/ Oh hey Man

Finn/ Didyov see a scary beast 90 by?

(0/5)

Action:

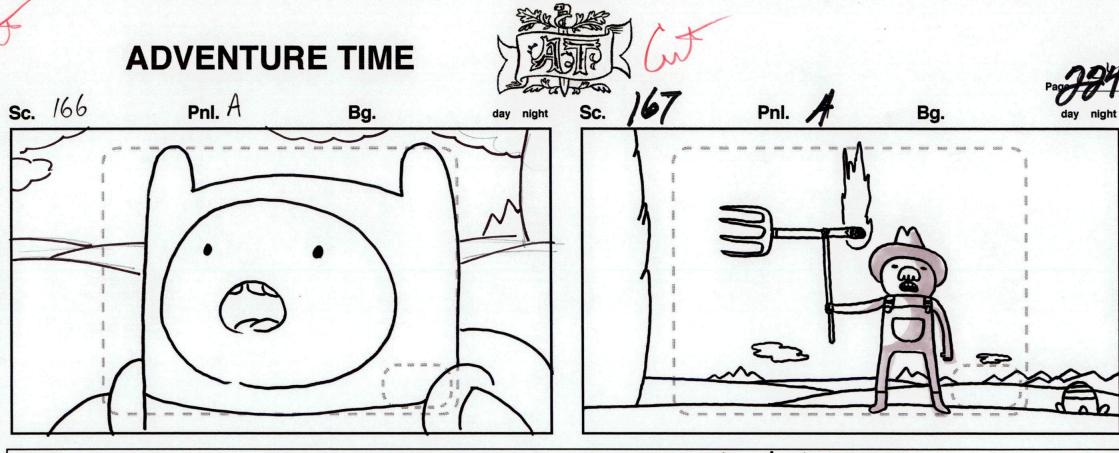
Timing:

Production:

MAR 2 4 2015

EPISODE #

Production:



Finn I chased it outher but it got away.

CD/ we found that beast.

Action:

Timing:

MAR 2 4 2015



**EPISODE**#

sc. 168 Pnl. A Bg.

Bg.

Dialog: And we took care of her real nice

CD/You Vampire hugger!

Action:

MAR 2 4 2015

Timing:

Production:

1034'212

W. T.	ADVENTU	JRE TIME		The last			227	,H
Sc.	71 Pnl. A	Bg.	day night	Sc. 172	Pnl. A	Bg.	day night	W
if foot be taken from the studio, depicted of these in any manner, except for production purposes, and may not		400 MONE MONE MONE MONE MONE MONE MONE MONE				We e a la l		EPISODE #
Dialog:	Finn/ What the b	loood!		uillagers (dist	ant chanting)/	vamp! vamp!		
Action: Timing:	P	PRIA PORTONIA PORTONI	AN)			M	IAR 2 4 2015	Production:
		KAI					1034/	212

1034/212

1034-212

	?	4
iction purposes, and may not be sold or transferred.	•	0
pios eq	:	Sc.
may not	1	
se, and		
purpos	1	1
ction	1	



173

Pnl. A

Bg.

174

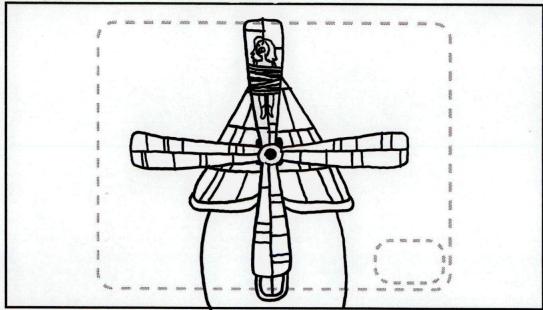
Pnl. A

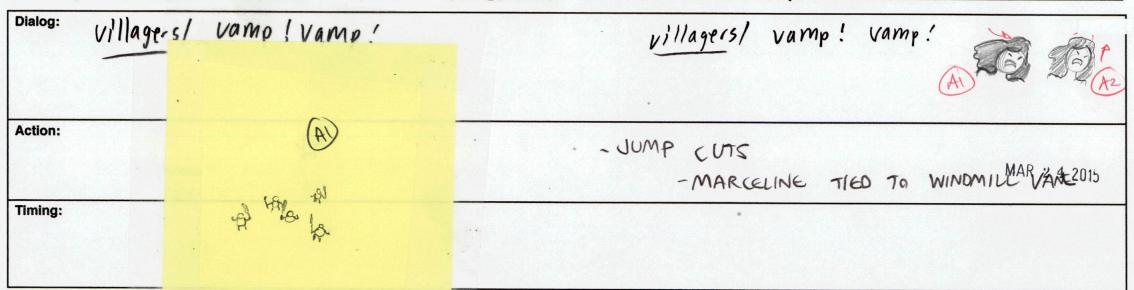
Bg.

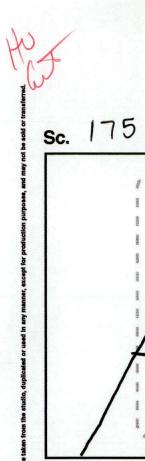
1034-212

1034/21

marceline









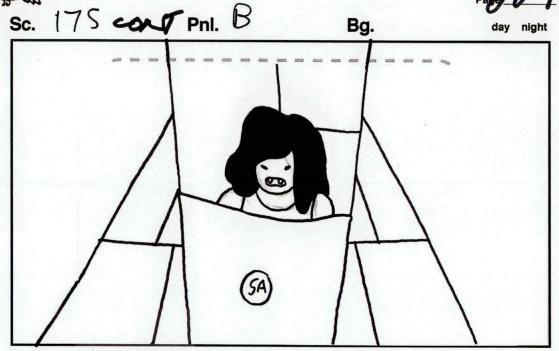




**EPISODE**#

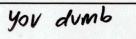
Pnl. A Bg.

**ADVENTURE TIME** 



Dialog: Marceline/ UHN! bum bags! Action:

Timing:



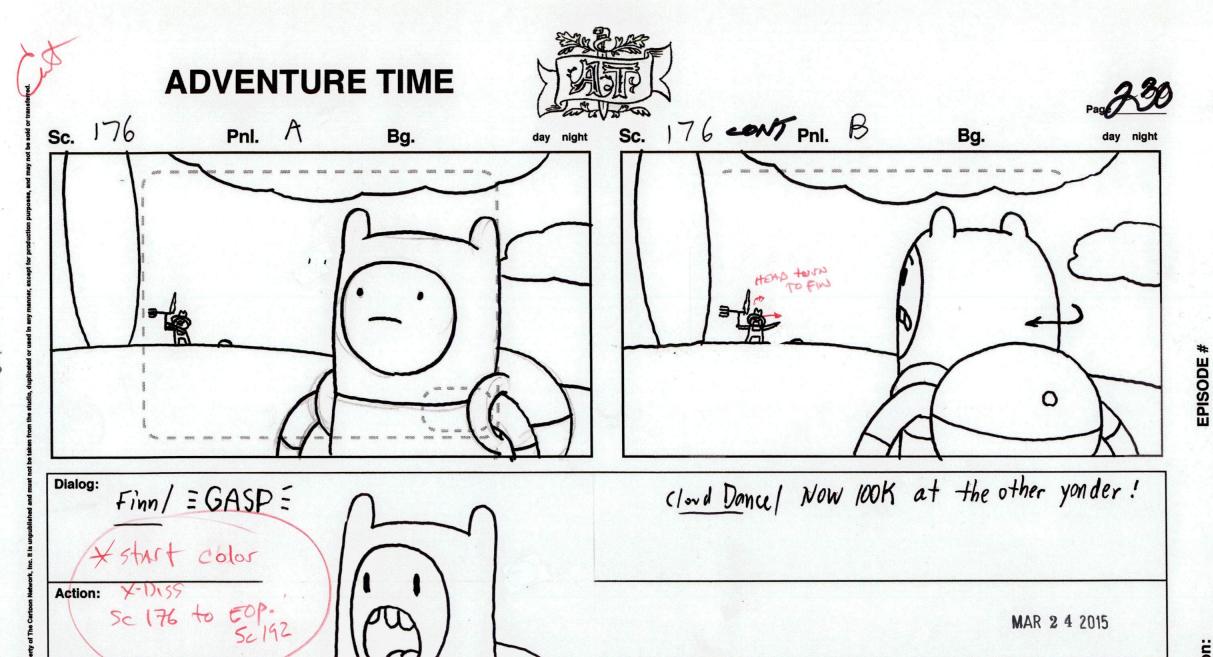


M/ ehgh

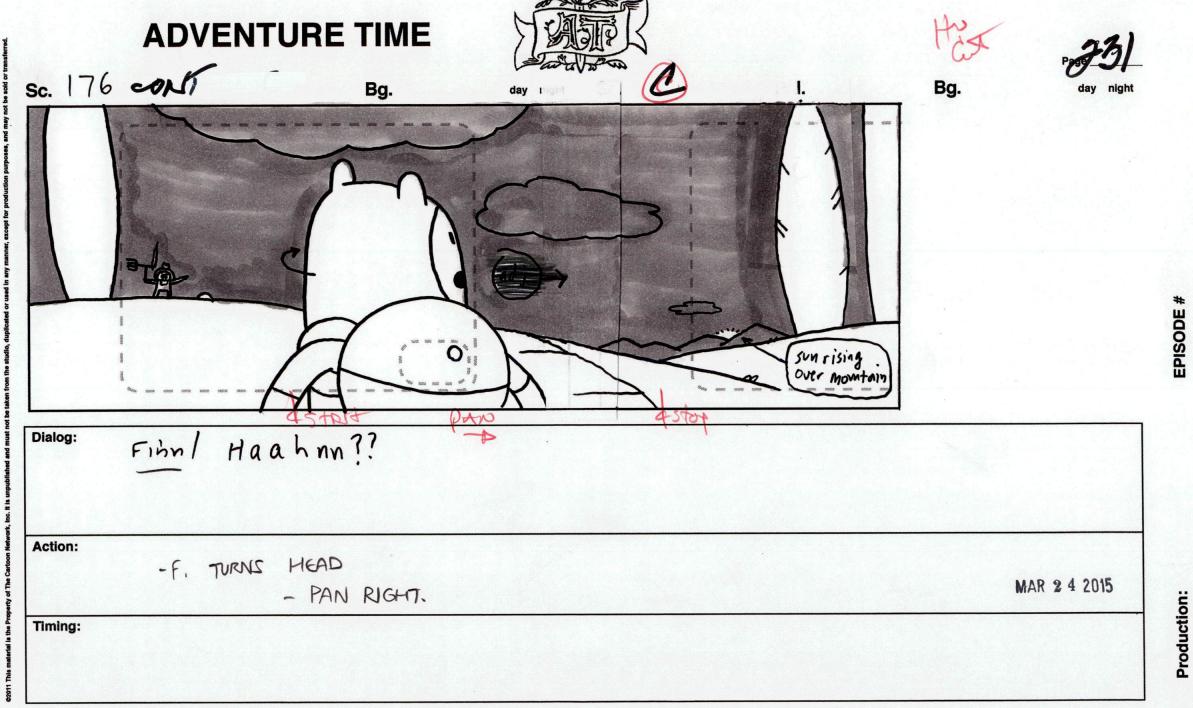
MAR 2 4 2015

Timing:

1034-212



Production:



. . .





Page Pight

1034-212

EPISODE #

1034/21

Sc. M. Bg. day night

Sc. 177couf Pnl. B Bg. day night

Dialog:

Fim/ OH FUDGE!!

Action:

ambient eight rising over mountain

MAR 2 4 2015

Timing:



178 cont Pnl. B

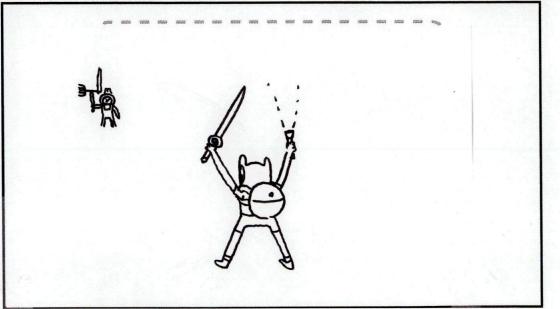
1034-212

EPISODE #

1034/21

Production:

Pnl. A Sc. 178 Bg.



Finn | What's wrong with you !?

Bg.

Dialog: Fihn/ You're sick man! Action:

Timing:



MAR 2 4 2015

ADVENTURE TIME	TIME!	234
Sc. 179 Pnl. A Bg.	day night Sc. 179 SPII. 8 Bg.	day night
		EPISODE #
Dialog: CD/NO what?!  Action:	cb/ I'm the good guy here!	
	MA	AR 2 4 2015
Timing:		Production:





Sc. 182 Pnl. A Bg. 183 Pnl. A Bg.

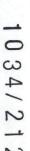
EPISODE #

cloud Dancel Oh flip you're right. Dialog:

Action:

Timing:



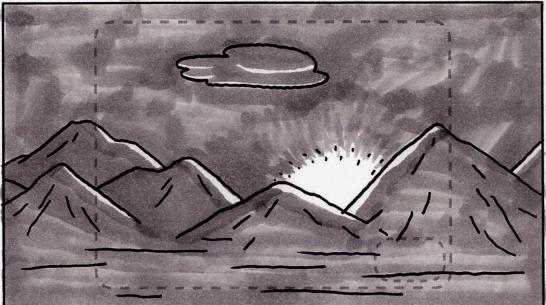


Bg.

Pnl. A



184 cont Pnl. B



Bg.

Clord Dance / RUN FINN! Dialog:

CD/ YOU GOTTA BEAT THE SUN!

Action:

Sc. 184

Timing:

Production:

1034/21

1034/212

MAR 2 4 2015

7	
2	
4	
-	_
1	S







Sc. 185

Pnl. A

Bg.

Sc. 185 CONT Pol. B

Bg.

**EPISODE** #

1034/21





Dialog:

Finn / = SHRIEK =

cloud Dance ("GO FINN!

Action:

MAR 2 4 2015

Timing:





186 cont Pnl. B 186 Pnl. A Bg.

Bg.

Dialog: clord Dance/ 60000!

Action:

glow of light growing in BG

MAR 2 4 2015

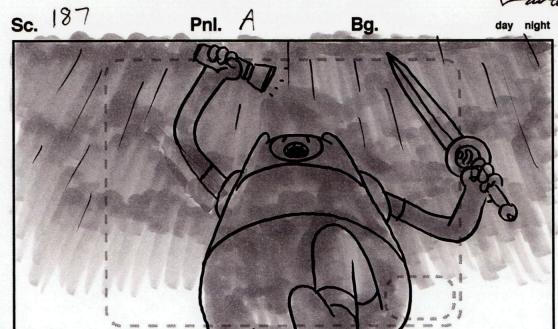
Timing:

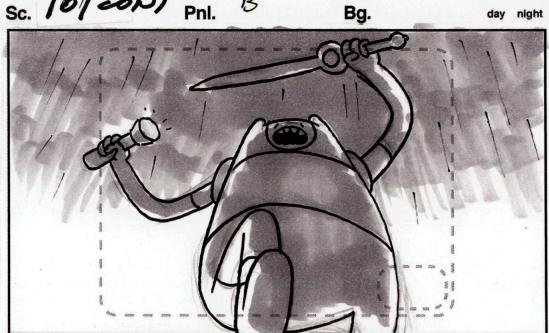
Production:





Sc. 187 CONT Pol. B





Dialog:

Finn/ AAAA!!

Action:

light of sun rising behind finn as he runs

MAR 2 4 2015

Timing:

Production:

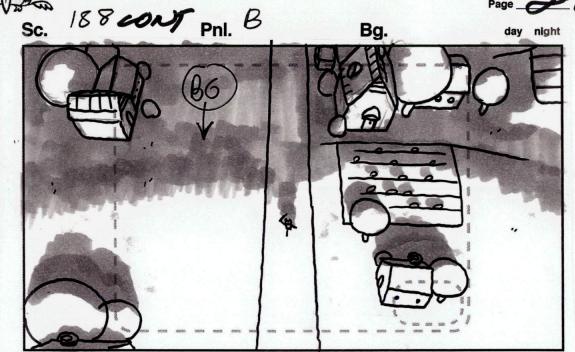
The state of the s

#### **ADVENTURE TIME**



Page 24/

Sc. (88 Pnl. A Bg. day night



Production:

# ADVENTURE TIME 188 Pol. C Bg.



240

Sc. 188 LON Pnl. Bg. day night Sc. 189 Pnl. A Bg. day night Sc. 189 Pnl. A

Finn! HVFF HVFF!:

(Al)

Action: \_Finn trips on the @ ground

Finn/OOFF!

Timing:

Dialog:

MAR 2 4 2015

Production:

**EPISODE**#

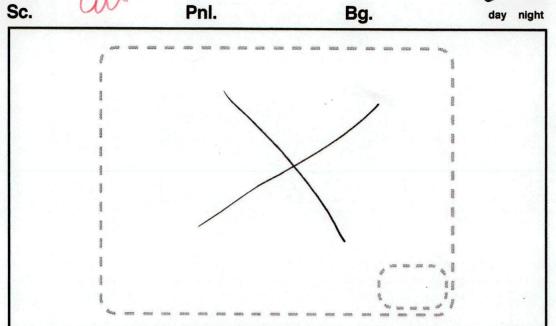
Production:

# **ADVENTURE TIME**



P-0743

Sc. 189 CONT Pnl. B Bg. day night



Dialog: Finn | Marceline NOO!!

Action:

Timing:

MAR 2 4 2015



Pnl. A

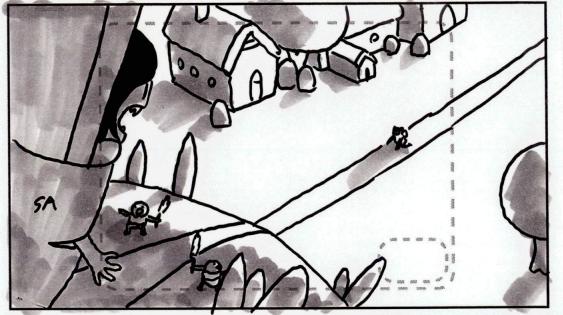


190 cont Pnl. B

Bg.

1034/21

Sc. 190 Bg.



Dialog: Marceline / FINN! M/Don't let anyone read my diaries!

Action:

MAR 2 4 2015

Timing:



Sc. 190 CONT Pnl. C Bg. SA

190 CONT POID Bg.

Dialog:	M/ BURN THEM FINN!	

Action: MAR 2 4 2015

Timing:



Sc. 190 005 Pnl. E Bg.

191 Pnl. A Bg.

M: THEY'RE embarrassi-IIEEE!!! Dialog:

Action:

MAR 2 4 2015

Timing:

Production:

EPISODE #



24/6

Sc. 197 Pnl. B Bg. day night

Sc. 192 cost Pnl. Bg. day night

Whate

FV.

Action:	Laket Marcaline	
	- sun overtakes Marceline she is bathed in light, FADE TO WHITE,	MAR 2 4 2015
	she is bather in light, TADE 10 WHITE	MAIN 2

Production:

EPISODE #